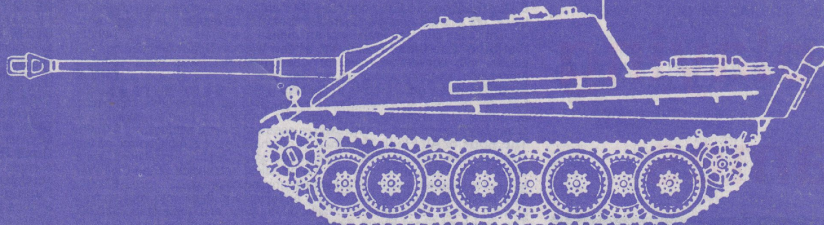


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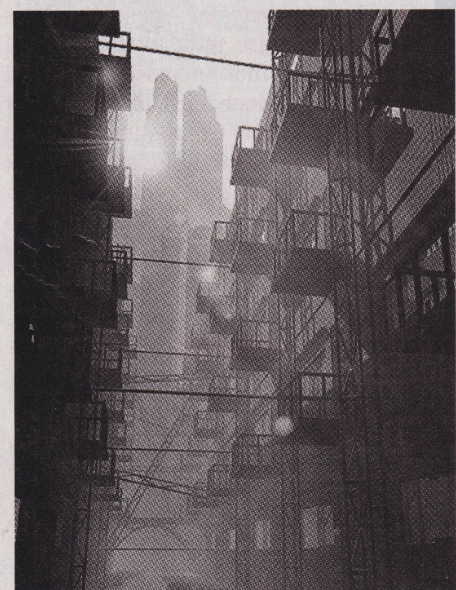
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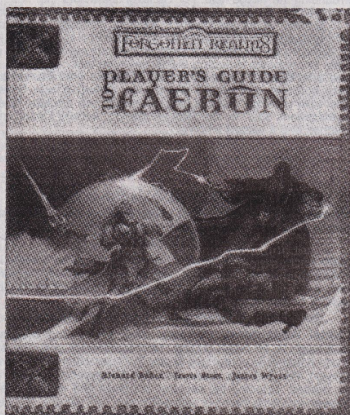
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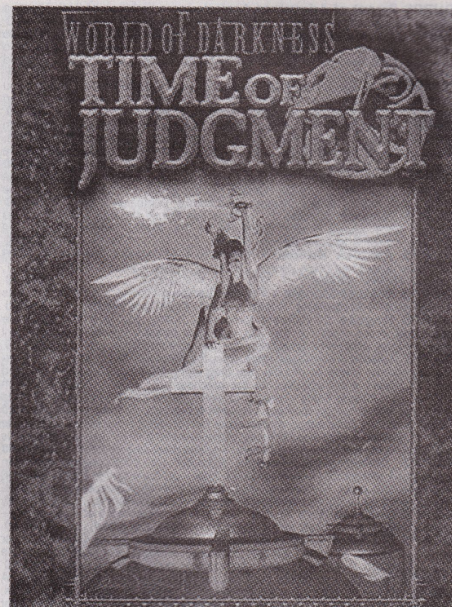
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Magic in the Shadows Revised and expanded rules based on the core magic rules in 3rd Ed ShadowRun. Incorporates rules from 2nd Ed products, replacing *Grimoire 2nd Ed* and *Awakenings*, plus a spell creation system, metamagic, totems, and other advanced rules such as magical threats.\$55.00

Man & Machine This sourcebook collects and updates in a single volume all of the cyberware, bioare and other physical enhancements previously published in ShadowRun source materials. It includes new rules for bioare, new cyberware, new cybernetics, rules for cybernetic magic, and cybernetic magic, plus basic rules for nanotechnology. Altogether 200 new pieces of gear.\$46.20

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Renraku Arcology: Shutdown The corporate war takes a disturbing turn when Renraku's technology shuts down the rapidly growing city of Seattle. No goes in or out, nor can anyone escape it through the matrix. Who's behind it, what they want, and what's happening inside? Adventure.\$34.50

Rigger 3 Revised Offers advanced rules for robots, ships, security riggers; also expanded vehicle listings and rules for vehicle design.\$55.00

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Shadows of North America Tells shadowrunners what they need to know about the 13 countries and city-states of North America, including the Native American Nations and the dragon-ruled city of Denver. Each state is covered in detail, including hot spots to power players.\$57.00

Sprawls Survival Guide Details life in 2063, from home remedies to nightlife to coffin clubs and cred accounts. Also exposes the ins and outs of the shadowrunners lifestyle, how they operate, how they survive, etc.\$57.00

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Target: Awakened Lands Features areas where magic is wild and unpredictable. It focuses on Australia, a land scarred by violent mana storms and plagued with pulsating portals. Also includes a new magic system, new fluctuations in magic like astral rifts to the metaplanes and details other magical locales, from the Cambodian jungles to heights of Kilimanjaro.\$42.90

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Wake of the Comet Three adventures that wrap up the probe race from Year of the Comet. Time is running out as you are hired to sabotage the competition and ensure that only one corps reaches the comet first.\$44.00

Silhouette

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Tribe 8 RPG Player's Handbook By Dream Pod 9. You need the Silhouette Core RPG Rules or D20 Modern RPG to use this book. Set in a tribal future where players are blessed with mystical insight and marked by destiny. Detailed world background, character creation, magic system, dual stats, tons of nasty beasts to fight.\$60.00

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SILVER AGE SENTINELS RPG Normal edition.\$90.00

Silver Age Sentinels Fast Play Rules Gives a general overview of what you find in the actual RPG as well as a comprehensive summary of the D10 Tri-Stat system game mechanics. Create characters & explore the game.\$6.85

Silver Age Sentinels Character Folio A complete record book for your character. Record abilities, attributes, defects, equipment, powers, etc.\$11.55

S.L.A. Industries

SLA INDUSTRIES RPG This is an adults only game of futuristic urban horror. A 300 page book rich in background and artwork. It focuses on the mysterious SLA Industries Megacorp, which rules all the inhabited worlds with an iron grip. The races are humans, Frothers (who live with life of chemical madness), Ebons (who flow in the power of the Ebb), Storms (the bioengineered mutants), Shaktors (a proud & honorable race of warriors), and the Wrath Riders. Ebons who enter The White return as Necanthrops. Very dark.Hardcover \$88.00

Mort Sourcebook Mort, a city that hides a million sins, holding secrets and places that should never be known. Details Mr Slayer's Office and SLA HQ; the Pit, an uptown safehouse; suburbia, downtown, the Cannibal sectors.\$52.80

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The Contract Directory Exotic media-darling maniacs, Contract Killers are the crazed superstars of the world of progress. Life as one of SLA's tame murderers is just a steady blend of fame, fortune and adoring fans except for the Hunter Sheds, Slayer's dirty work, sponsorship duties, lethal secrets and desperate fights to the death in grime, stinking alleys. 160 pages.\$52.80

Sovereign Stone

SOVEREIGN STONE RPG This fantasy world of Loerem is inhabited by orks, elves, humans, and dwarves, and the evil Taan. Larry Elmore has done the artwork, plus design the world, complete with booty, intrigue, romance and evil. Margaret Weis and Tracy Hickman will write a trilogy of novels based on this world. The game has been designed by D. Perrin and Lester Smith, two industry greats.\$51.65

Sovereign Stone Campaign Sourcebook d20 This is a complete campaign setting for the d20 system. Included are new races, new classes, new feats, new skills, new monsters. Learn to cast magic in a new way. The world has orks, elves, humans and dwarves as player races, powerful Dominion Lords who fight for good against the evil undead knights of the Sanctuary. The Sanctuary is a city with advanced technology.\$69.30

Bestiary of Loerem d20 95 new creatures, with new templates, new spells, new magic items, new creature subtypes. Expanded rules, illustrations.\$70.00

Escape into Darkness d20 An adventure for 4 — 6 second level characters. An elf carrying a message of imminent invasion is imprisoned. The four races will fall, unless the elf can talk the fellow prisoners into helping him escape.\$23.10

Kingdom of the Sword & Stars d20 Presents the kingdoms of Dunkarga and Karnu, with history, guilds, armies, prestige classes, monsters, etc.\$50.00

Marauders of the Void d20 The Dwarves of the Void, culture, lands, and personalities of the great clans and their magnificent cities.\$57.00

Personal Lands Not actually related to Sovereign Stone. This is basically Larry Elmore's autobiography, with heaps of his color & B&W art.\$40.65

Old Vinnegaal City of Sorrows The old city of Vinnegaal was destroyed two hundred years ago. Now the players travel back in time to explore the city before its destruction. Maps, history, places, the cause of its destruction. Now fully compatible with the d20 System, and a complete adventure.\$46.20

Sanctuary The Sanctuary is a city with advanced technology, a border town, and the hunt begins as bounty-hunters come hunting for him.\$33.00

Sovereign Stone GM Screen Has a three-panel GM screen, and Sanctuary, a 32 page adventure set in the action packed world of Loerem.\$33.00

The Taan Now reprinted as a d20 sourcebook. Adventurers on Loerem have been dismayed to encounter a ferocious new race never seen before on this continent. The evil demigod Dagnarus has lead them here from the Void. Has history, religion, legends, spells, weapons. You can play them as player characters too.\$44.00

Spaceship Zero

SPACESHIP ZERO RPG A complete RPG inspired by serial episodes from the 1950s, Pulp excitement, an infinite number of alternate universes. Easy character creation rules, full details on Spaceship Zero's universe background, where it is stranded in Universe Two. A guide to hi-tech, introductory adventure, hordes of hideous aliens with bad plans for this alternate Earth.\$57.00

Spacemaster

SPACEMASTER RPG — PRIVATEERS You and your players play a part in the last, desperate gamble to win a war against an evil driven by insanity — the war between the Inter-Species Confederation and the Jeronian Empire. This is a complete roleplaying game by ICE, and has combat, character creation, a complete setting, starships, and psychic powers. The rules are realistic yet playable, 272 pages with heaps of tables and charts.\$60.00

Spacemaster Blaster Law Complete guide to energy weapons. Uses a 30 tech level system, complete weapon creation rules. 13 laser attack tables, 13 blaster attack tables, 10 plasma weapon attack tables, 5 sonic stunner attack tables, 20 critical and fumble tables.\$44.00

Spacemaster Equipment Manual Tech levels, arms and armor, clothing, data storage, drugs, medical equipment, personal gear, power cells, survival equipment, tools, construction and design, malfunction and repair.\$40.00

Spacemaster Future Law The ultimate guide to gunships, new professions, new training packages, new skills, new talents — everything you need to customize your character with style.\$44.00

Spacemaster Privateers Races & Cultures Details the races of the Privateer universe, from the Falanar, Kagoth, Oort, Tulgar, Valiesans, Xatosians, and of course the humans.\$44.00

Spacemaster Robotics Manual Every personal enhancement a privateer could desire — cybernetics, exoskeletons, biotech, implants, neuralware, etc. New characters? Try out your own ideas, or create the art and armor of a robot. Customize yourself with complete guidelines. Lots of tables.\$40.00

Spacemaster Vehicles Manual Covers all types of vehicles: cars, boats, rockets, planetary shuttles, deep space fighters, interstellar destroyers. Also sample vehicles, vehicle design, combat rules, repair guidelines.\$50.00

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16 - Roleplaying Games: The Dark Eye - Werewolf

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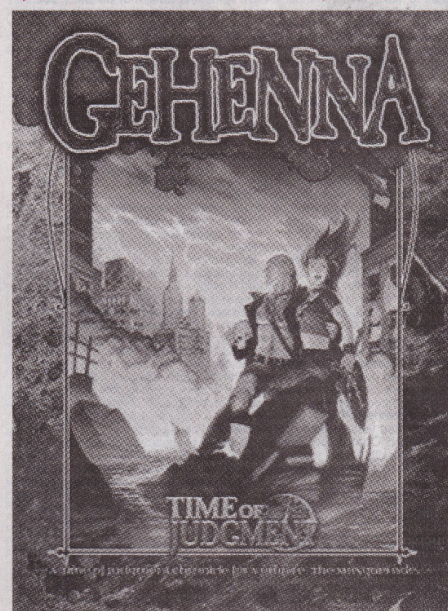
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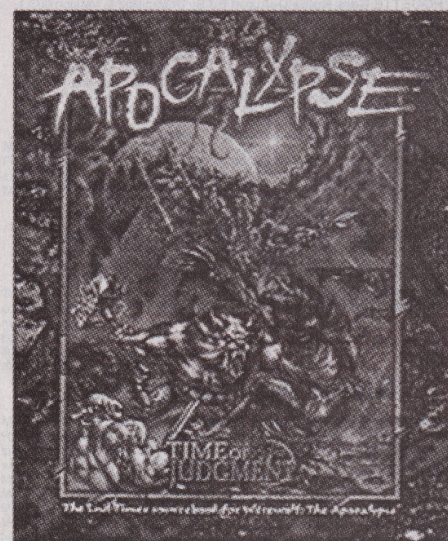
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A sweeping game of WW2. One of the best-known board games ever published is back in an all-new edition for a new century. Beautiful new graphics and streamlined play will make this game a new classic all over again. 2-6 players playing guide the destiny of Germany, Britain, France, Italy, USA and the Soviet Union as well as many minor powers. Eight scenarios are included, each playable in an evening, plus a campaign game of the entire war in Europe. 640 counters, 3 mounted mapboards 22 x 8.5, 16 pages or rules.\$120.00

ADG World In Flames Deluxe 6th Edition**###
Award-winning Australian game. A strategic level game of the Second World War. Seven full color maps portray all the theatres of war: Europe, Russia, Africa, the Middle East, India, Asia, the Pacific, the Atlantic, and more importantly, Australia. 3,400 counters and counters represent the armies, corps, and divisions, the aircraft carriers, battleships, cruisers, and air groups that took part. Players make strategic decisions that decide the fate of nations. What forces to produce, where to commit them, and when and how? This final edition has new, graphically stunning maps and counters. The maps have larger hexes with the most accurate terrain yet seen in a strategic game. This deluxe version includes Ships in Flames, Planes in Flames, Axis Airline, Africa Airline, and Mechs in Flames. All their rules have been revised, simplified and incorporated into the main rules. Scenarios & campaigns. Thoroughly recommended.\$220.00

World in Flames Classic Basic Edition\$110.00

World Starter Kit The Final Edition\$30.00
You need to play, except for 2 x D10, 5 full color maps, 1400 counters, Final rules book & scenarios. This is basically an unboxed version of WIF Classic.\$99.00

World in Flames Rules Booklet Rulebook, scenario book, production circle, combat chart, 2 build charts.\$40.00

World in Flames Super Deluxe Package Contains World In Flames Deluxe, Convoys in Flames, Days of Decision, 2 Patton in Flames, Convoys in Flames, Cruisers in Flames, Carrier Planes in Flames, WIF Annual.\$500.00

AMERICA IN FLAMES This is a complete game, 2-5 players fight for control of the Americas in 1945, after the Axis powers have conquered all of Europe and Asia. Germany, Italy and Japan must attempt the largest naval invasion in history as they attempt to conquer North and South America. USA and the remnants forces of the Commonwealth try to delay the Axis conquest long enough to let US scientists develop the superweapon that will win the war. Both sides try to woo the neutral South American countries to join them. With 840 counters, 2 x 59x840mm maps, rules book, charts, dice.\$102.00

CARRIER PLANES IN FLAMES 260 counters, the Carrier Planes in Flames rules supplement, Final Ed combat charts, Terrain Effects Chart.\$30.00

CONVOYS IN FLAMES Features all the escort carriers, sub chasers, ASW aircraft from the battle of the Atlantic. 400 counters, rules, combat chart.\$50.00

CRUISERS IN FLAMES Includes every light cruiser and AA cruiser of WWII. Also convoys and tankers. 400 counters, rules, combat chart.\$50.00

DAYS OF DECISION III A game of politics and war during the volatile years 1936-46. You, as leader of one of the major world powers, must guide your country through these dark and difficult times, pitting your wits against the other world leaders to ensure that your ideology holds true and your country is victorious. 800 counters, large map, rules, charts.\$93.00

PATTON IN FLAMES A complete game that provides everything you need to fight the greatest battle never fought - World War Two does not stop in 1945, but sees the USA go head to head with the Soviet Union. Alternatively, the 1948 Arab-Israeli war sees the Soviet Union intercede on behalf of the Arabs, with the West going to the aid of the Israelis. Uses the latest WIF rules and maps. Has 5 maps of West & East Europe, Asia & the Pacific, USA, 1,000 counters, rules, etc.\$121.00

The World in Flames Millennium Annual Features Patton Flames, World in Flames, America in Flames, 200 Politics in Flames counters, a World in Flames Final Edition Combat Chart. 76 pages of goodness!\$50.00

WIF Annual 1998 Includes Leaders in Flames expansion, with 140 counters, players notes for every major power, 16 page rules insert, all the latest from the WIF world, etc.\$50.00

WIF Companion on CD Now the entire WIF universe is available in one easy to use CD for your PC. Including all the maps, counters, rules and charts from all the WIF games and kits as well as the latest fully referenced rule books and Line of Communication magazines (from issue 9). Requires IBM PC.\$77.00

Advanced Squad Leader

MMP Advanced Squad Leader Rulesbook 2nd Ed ****###

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with rules and 8 separate reference cards. These rules combine soundness of design with attention to detail and ease of play. Built on the popular Squad Leader system, this 2nd Edition also benefits from all the fine-tuning accumulated over the past 15 years. Included in these 2nd Ed rules are separate full-color chapters for Infantry, Terrain, Ordnance and Offboard Activity. Vehicles, a chapter with advanced rules (night, weather, boats, planes, skis, convoys, etc.) German and Russian Vehicle and Ordnance Notes, expanded Training Manual, expanded index, etc. The reprint will have the off board artillery and vehicle overrun flowcharts from Action Packs 1 and 2, as well as the night fighting play aid originally included in Pegasus Bridge.\$160.00

ASL Starter Kit #1 Teaches new players the basic concepts of the infantry and terrain rules of ASL, using an illustrated rulebook. It is also a standalone game with two 5x22 mapboards. Has one sheet of counters, six infantry only scenarios, dice, rules.\$30.00

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A GI's Dozen Contains 13 new ASL scenarios updated and adapted from the pre-ASL products GI: Annihilation of Victory and Series 300. Scenarios include North Africa in 1942, German counter attacks at Anzio, US paratroopers make a daylight drop over a bridge, the 101st Airborne in trouble, Germany 1945.\$29.70

ASL Action Pack #2 By MMP. Contains mounted mapboards 46 & 47, two sheets of land and building overlays, additional chapter B rules, overrun flowchart playing aid, & 8 scenarios, including Dec 1941 in the outer suburbs of Russia, Tigers try to keep an escape route in Russia 1944, Japanese 1st Airborne in Guadalcanal, the US 1st Airborne in Guadalcanal.\$49.70

ASL Journal Issue One The first new product from MMP, the new producers of ASL. A 64 page journal similar to the previous Annual. Includes an article on smoke in ASL, how to use 2nd rate AFVs, a Red Barricades campaign, Chapter S (Red Barricades solitaire), jungles, and heaps of top quality scenarios from all periods of the war.\$46.20

ASL Journal Issue Three A new 80 page journal packed with scenarios and articles, including a campaign in Italy 1943, Salerno; articles on Norway, AA Guns, 34 individual scenarios from 1940 - 45; a Kunk mini campaign game, article on 300 counters, much more.\$66.00

ASL Journal Issue Four A new 46 page journal including a feature on historical use of British carriers, a sheet of hedge overlays, Bloody Omaha SASL Mission, 12 ASL scenarios (lots with carriers), articles.\$46.00

ASL Journal Issue Five A new 46 page journal with a desert mini CG, DUKWs and Buffalos, AFV Passengers and crews, and heaps of fantastic scenarios to play.\$40.00

ASL Out of the Attic #1 Reprints of formerly out of print articles and scenarios for ASL, including learning the night rules phase by phase, nighttime tactics, beginners guide to infantry tactics, scenarios.\$34.50

BEYOND VALOR MODULE 1 Revised Ed Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I play the poor bugger that has to carefully cut up this lot! Also features four 22 x 22 mapboards (#20 to 23 all urban) and 10 scenarios.\$132.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios providing (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page reference Note - reprints mapboards #1 to #4 to play.\$70.00

YANKS MODULE 1 The American expansion to the British 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four #22 mapboards (#16 to #19), 8 scenarios, Chapter E, plus US vehicle notes for chapter H.\$110.00

PARTISAN MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shanty streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two #8 x12 mapboards (#10/32).\$55.00

FOR KING & COUNTRY MODULE 5 Replaces West of Alamein. Adds the British Order of Battle to ASL, lets you recreate British actions in Europe, has 4 mounted mapboards, 1, 7, 8, 12: five countersheets, 20 updated scenarios, Chapter H for the British. You need ASL and Beyond Valor to use.\$170.00

THE LAST HURRAH MODULE 6 Contains 1039-41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia. Contains two mapboards (#33 & #11) plus 260 counters (featuring Allied minis).\$70.00

HOLLOW LEGIONS MODULE 7 This package presents the Italians, whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & #31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia) and the relevant pages for Chapters H and N.\$66.00

CODE OF BUSHIDO MODULE 8 The Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to #37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-runners, hara-ki, pac animals, etc), plus Japanese additions for chapter H.\$110.00

GUNG-HOI MODULE 9 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages of Chapter G, Chinese Jokes for Chapter H, two mapboards (#38 & #39, 19 beach/sea/river overlays, and 8 scenarios.\$110.00

CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules. Chapter H revised, & DVO, and 8 scenarios. There are over 300 counters.\$229.00

DOOMED BATTALIONS MODULE 11 31 April 1940 - threatened with aerial bombardment of Copenhagen, the Danes quickly surrendered, but because of poor communications the news did not reach the front lines. Mapboards 44-45, 8 new scenarios with overlays, and Allied Minor Armor and Ordnance.\$110.00

ARMIES OF OBLIVION MODULE 12 At long last, the final core module of Advanced Squad Leader Armies of Oblivion (AOO) brings the ASLer the Axis Minor (German) and the Soviet Union (USSR) infantry, vehicles, and armor.\$229.00

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon MODULE 2. Includes update to Chapter P: three different campaign games. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. Six scenarios, and one monster scenario uses all the maps & 2 maps, 7 scenarios, counters, Chapter P rules update.\$100.80

PEASAGE BRIDGE HISTORICAL MODULE 4 The glider-borne D Company, 21st Oxfordshire and Buckingham Light Infantry seize a key bridge over the Caen Canal in Normandy. They repulse eight different German counterattacks from the 21st Panzer Division and 716th Infantry Division until relieved. With 22 x32 map, Chapter Q, 224 counters, 16 scenarios.\$76.80

BLOOD REEF: TARAWA HISTORICAL MODULE 5 US Marines were being slaughtered as they attacked in waves upon the heavily defended beaches of Betio, Iwo Jima, and the Japanese 28th Infantry Division. Over 500 defensive positions and structures. With 826 counters, two 23 x 21 maps of the island, scenarios, campaigns, Chapter T.\$110.00

A BRIDGE TOO FAR HISTORICAL MODULE 6 British Paratroopers seize a grand bridge in Arnhem and hold out against the 9th and 10th SS Panzer Divisions, and are soon fighting over city blocks. Has Chapter R detailing city terrain, bridge rules, campaign rules; also 1,040 counters, 9 scenarios and 3 campaigns, a 23 x 21 full color mapboard, and 10 scenarios.\$100.00

OPERATION: WATCHTOWER HISTORICAL STUDY 1 Focuses on the first American offensive in the Pacific. Once you've played through all sixteen sequential scenarios, you will better understand the difficulties of the Guadalcanal campaign. Has a 40 x30 map, 260 counters, 16 scenarios, Chapter Z.\$95.00

OPERATION VERITABLE HISTORICAL STUDY 2 Set in February 1945, Canadian troops must throw the Germans back to the Rhine by attacking across mudfied fields. Once they have taken the farms they must expect counter attacks by German paratroopers and remnants of two elite panzer divisions. Has 16 scenarios, campaign rules, chapter, historical booklet, 2 countersheets, map.\$90.00

SOLITAIRE ASL 2nd Ed SOLITAIRE MODULE 1 This new edition has new nationalities and missions included. Has numerous charts and tables for generating enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any of these three sides against the other. With 14 new scenarios, 260 counters, generation cards, Chapter S.\$99.00

Hedgerow Hell DELUXE MODULE 2 Has 4 geomorphic 11 x 26 mapboards, depicting typical Normandy country terrain, with enlarged hexes. Also has 8 scenarios, 117 AFV counters, 24 playing aid cards.\$82.50

Arborne Stand by Critical Hit Features a huge new mapboard, 12 scenarios, and you recreate the 2nd Airborne holding the Marcus Hill Causeway in Normandy 44.\$60.00

Guerra Civil - Spanish Civil War 1936-39 By Critical Hit. Requires BV, WOA, HL, Partisans, ASL Rules. This was the dry run to WW2. Has 736 counters for the numerous troop types, a complete section of AFVs, artillery, 16 pages of new rules and unit notes, and two 22 x 8 full color board overlays, and a 8 x 6 overlay. 12 scenarios.\$100.00

Stalingrad By Critical Hit. Requires Red Barricades, Beyond Valor, ASL Rules, etc. Has 9 gripping scenarios of the ferocious fighting in and around the Dzerzhynsky Tractor Works. Includes a large map of the area.\$46.20

Dien Bien Phu By Critical Hit. Requires BV, CDG, WOA, & ASL Rules. The early phase of the Vietnam War. With new combatants, the battle for a series of strong-points known as Champs Elysees is depicted using the included historical map, 22 x34, and six scenarios. Also 368 counters, three new 8 x22 map overlays, 9 other scenarios. Boxed.\$110.00

Blood & Iron By Critical Hit. Requires BV, COB, & ASL Rules. Has 8 new scenarios focusing upon the US 27th Infantry Division attempting to take the Itom Pocket from Japanese on Okinawa in 1944. A full color map of the item pocket, historical notes, cave set-up play aid.\$55.00

Busting the Bocage 2nd Ed By Critical Hit. Has 6 detailed new scenarios, a historical large hex map of Pointe du Hoc.\$34.50

Hero Pax 1 Hurlen Hell to Bulge Nightmare By Critical Hit. Has 6 fast playing tournament style scenarios, Western Front, 1944.\$26.40

Red Barricades Softcover Maps...Map North - \$14.85 Map South - \$14.85

Two huge maps of the streets of Stalingrad, with factories, ruined buildings, etc. Map North includes a river down one side. Map South is just sprawling factories.

African Campaign

JED AFRICAN CAMPAIGN 2nd Edition**###
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, desert miniatures & fortresses, 160 counters and an 11 x32 mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignore stubborn concentrations of defensive lines.\$24.00

GMT KASSERINE**###
Rommel's battle for Tunisia 1943. Features the best existing detailed Order of Battle from German records, including units include combat units, including tanks, 88mm guns, a variety of aircraft, etc. Also ranged artillery, artillery fire nets, defender reaction and counter-attack, minefields. 420 counters, 22x34 map, play aid cards.\$82.50

MMP SHIFTING SANDS**###
Shifting Sands is a point-to-point movement, card driven game based on the World War II African campaigns of 1940-1943. 110 cards, 2 counter sheets, map. Due late 2004? \$110.00

CHI (Advanced) Tobruk 2nd Ed**###
A complete game from Critical Hit. A detailed new game system that allows you to create the war in North Africa in WW2. Tactical level game with easy to understand and use rules. Lets you recreate Gazala and the entire war in North Africa including Crusader, Battleaxe, 1940 campaign, Tunisia. Has gun duels, separate pivoting troops, different ammunition types, etc. Has a quick start tutorial, 1025 counters, two lovely geomorphic desert miniatures, 24 scenarios, 16 pages of rules.\$165.00

Advanced Tobruk 2nd Ed Rulebook 40 pages plus counters.\$16.50

Advanced Tobruk Gamers Guide More history, new sequence of play, errata, more scenarios, game reports, tactics.\$33.00

Advanced Tobruk Tank Tactics Gamers Guide Models of the US Army's TC 17-12: 120 for Tankers on Defeating Soviet Armor. Has a complete Armor Basic Game.\$25.00

Arnhem Advanced Tobruk Game This is a complete game of the British 1st Airborne, the Battle of Arnhem. Has two lovely 22 x 34 linking maps, complete 2nd Ed rules, scenarios, heaps of counters.\$132.00

Advanced Tobruk Gamers Guide to Arnhem & Scottish Corridor Contains new scenarios, British tanks, artillery, friendly fire, tank-infantry co-operation, etc.\$33.00

Blunt's Swat Advanced Tobruk Expansion Pack 4 12 scenarios, 16 new tank cards, and a countersheet. Focuses on combat in Tunisia from 1942-1943, including the Tiger.\$40.00

Benghazi Handicap Advanced Tobruk Expansion Pack 2 Scenarios take the action from March 1941 - April 1941, right up to and including Rommel's defeat at Tobruk during Easter 1941. Includes the Sdkfz 250-7, the Sdkfz 251-10 37mm Pak halftrack, and Sdkfz 221. Also map segments.\$44.00

Devil's Garden Advanced Tobruk Expansion Pack 3 12 scenarios, 6 new tank cards, a countersheet, and a countersheet. Focuses on combat in Tunisia from 1942-1943, including the Tiger.\$40.00

Scottish Corridor Advanced Tobruk Game This is a complete game of the two of the elite II SS Panzerkorps being hurled into the untied British Troops of the 5th Scottish Division, with their backs to the Normandy beaches. Two 22 x 34 linking maps, scenarios, rules, counters.\$132.00

Wavel's 30,000 Advanced Tobruk Expansion Pack 1 Scenarios take the action from June 1940, as the Italians crossed the wire to enter British-held Egypt. New AFV counter sheets, tank cards, and a countersheet. Includes new counters, the A10 and A10C (Support) version. Also map segments.\$40.00

Italian/Mediterranean Theatre

TheGamers A Raging Storm Italy 1944**###

Tactical Combat Series, which emphasizes command and control. Units are platoons, vehicles are individual. In 1944 the British established the Anzio Bridgehead in Italy, dug-in, and awaited the German counter-attack. When it came, it was more ferocious and determined than possibly imagined. They held, but can you? 980 counters, 2 x 22 x34 maps, two campaigns, four scenarios.\$94.60

APL Bomb Alley Mediterranean Naval War 1940-43**###

For four years, Britain's Royal Navy and Italy's Regia Marina waged a ferocious battle for control of the Mediterranean Sea. 50 scenarios re-create these struggles, such as convoys, the Battle of the Taranto, the Battle of Cape Matapan, the Battle of Cape Teulada. 840 stunning counters, two 22 x 17 operational maps, one 22 x 17 tactical map, 24 page series rules, 50 scenarios.\$110.00

TheGamers Hunters from the Sky**###

Tactical Combat Series, which emphasizes command and control. Units are platoons, vehicles are individual. The Germans need to take over Crete, but don't have enough aircraft to do so. The whole island is under German control, and the hold the Maltese airfield so that ground troops can be airlifted in as reinforcements. The defenders are New Zealanders! 840 counters, 2 x 22 x34 maps, etc.\$94.60

Critical Hit Santa Maria Infante**###

A complete gaming using the Advanced Tobruk System rules, with basic rules that lets you play within minutes. Individual squads, weapons and tanks recreate battles in several scenarios set in the US assault on Rome in 1944. 22 x34 map, counters, plays aids, etc.\$90.00

Western Front

General Games

May Entdecker*/#
From the designer of Settlers of Catan. 2—4 players boardgame in which your sailing ships look for new islands, which are randomly placed each game as you continue to explore the map. With limited resources you place settlements, forts and scouts. Search jungles and discover native tribes. With mounted mapboard, 180 discovery tiles, 70 wooden pieces, 33 coins, beads of other stuff. **\$99.00**

Wargames: General Games - 21

EGD EVO*/#
Allows you to control the survival and evolution of a species of dinosaur called Dinos, guiding their migrations to temperate climates and acquiring the perfect genes to develop and mutate your Dinos as you seek to become the Dominant Species. 3-5 players ages 12+\$95.00



PLE Eye of Horus*/#
A cute Ancient Egyptian card game where you have to collect the most cards from the pool by matching or adding. Beautiful Egyptian style art. 52 cards\$20.00

PLE Fast Figure*/#
For 3-6 players, who race to place common knowledge cards in numerical order to gain the most points. Each round gets harder and harder. 400 cards\$40.00

CIM Film Frenzy*/#
A 120 card game for 2-6 players. Pop any mindless action movie onto the TV and score points by matching cards with action movie elements\$40.00

PIN Fire & Ice*/#
A game entirely made of wood for 2 players. 7 wooden islands are laid out on a triangle on a wooden board, and players play fire or ice markers\$60.00

PP Formula C Minus*/#
A Cheapsass-style game. Welcome to Formula C Minus, where you get to do what drunken Shynners do best - race go-carts. For 2-6 players, you need 2 dice and 6 toy cars or pawns with an obvious front end\$13.20

EG Formula De*/#
Impressive game of Formula One racing. Speed, tactics, risk taking and a dash of luck make the high-octane cocktail needed to win the game. The principle of the game is to dice for each gear. You need to save your engine and tyres, conserve enough fuel to finish, and use breaking to take corners. With beautiful double-sided 100cm x 70cm mounted gameboard, 7 special dice (6 for gear changing), 10 race cards, 10 stick shifts, 10 dashboard, race pads, basic & advanced rules, 2-10 players. Race tracks included. Monaco and Zandvoort\$90.00
Formula De Mini Introductory version, both competitive, fun and easy to play. Stunning double sided mounted mapboard, dice, 6 plastic race cars in 4 colors, 200 life-point tokens, rulebook\$70.00
The following expansion race tracks are available, all double sided, mounted gameboards:

FD3 Circuits 7 & 8 Nevers Magny-Cours France & Italia\$46.20
FD4 Circuits 9 & 10\$46.20
FD7 Circuits 15 & 16 Zellweg Austria & Hokenheim Germany\$46.20
FD8 Circuits 17 & 18 Barcelona Espana, Buenos-Aires Argentina\$46.20
FD9 Circuits 19 & 20 Suzuka Japan & Melbourne Australia\$46.20
FD10 Circuits 20 & 21 Hungary Budapest & Nurburgring Germany\$46.20
FD11 Circuits 23 - 36\$65.00
FD12 Circuits USA\$66.00
FD13 Circuits 31 & 32 China and Zhuhai & Malaysia Sepang\$44.00
Formula De Metal Cars Ten cute 17mm metal cars\$20.90
Formula De Race Sheets A pad of small race sheets\$9.90

GMT Formula One Racing*/#
A card game by Reiner Knizia - the quickest playing auto racing game in existence. Each player maneuvers a two car team with a timely play of cards. Each game takes 20 minutes, but you play a number of races to see who wins the racing season. 54 cards, 12 plastic cars, dice, rules\$40.00

RGG Frank's Zoo*/#
Card game for 3-7 players. The two hedgehogs won the race. How? Well, the lion was chased away by an elephant, which was chased away by two elephants. These were scared away by two mice, which were chased by the hedgehogs. Each card shows a picture of the animal, and which other animals will beat it. Cute!\$24.00

SGE Froop*/#
A light and goofy card game of symbol matching, the object of which is to remove all the cards from your hand through sequential placement\$36.00

DVL Fraud Squad*/#
Card game for 3-6 players. You are an SEC investigator with a tip off that a company is fudging the books. Collaborate, eavesdrop, be devious!\$24.00

TGD Gang of Four*/#
A unique and exciting card game. Born out of China's cultural revolution, simple in concept yet full of surprising twists and strategies. Great for adults and children. Has 64 cards, rules, scorepad\$19.95

INNER Gigantic*/#
A great ship, the Unsinkable, has hit an iceberg and is on its way down. It is a game of survival, a race against rising waters to breathe, threaten, or be pathetic enough to get your way into a lifeboat, of which there are not enough. Ziplock game\$16.00

FAF Goal-A-Minute Soccer*/#
Easy to learn dice game that lets you play a game of soccer in 30 minutes\$40.00

PLE Golden Deuce*/#
Based on the ancient Chinese game of Chai Dai. A classic trick taking climbing game with a 60 card deck, and a game board that relates to the tricks taken\$44.00

FRT Golo Golf Dice Game*/#
For 1 or more players. Has 9 special dice, cup, rules, scorecards, pencil\$40.00

SGE Gother Than Thou*/#
A card game for 3-5 players. A game of backstabbing and betrayal set within the gothic community. Cloves, absinthe, eyeliner, boots, it's all here. But so are fashion blunders, infections, debt, and the dreaded visit from Mum. Age 15+\$20.00

WIZ Guillotine*/#
Card game for 2-5 players, who over three rounds compete for the best collection of noble heads, especially that of Marie Antoinette!\$20.00

RGG Gulo Gulo*/#
2-6 players try to rescue a baby wolverine while attempting to liberate as many fresh eggs for themselves while doing so! Ages 5+\$77.00

SJG Hacker Deluxe*/#
Card game for 2-6 players. You are the net ninja! Surf through the net, invading one system after the next. Find back doors and secret phone lines crash the systems your rivals are using and beware of the Secret Service raid. Three busts and you are out of the (satirical) game. 165 cards, counters, etc. all here\$70.00
Hacker II The Dark Side Adds 55 cards, counters, cardboard consoles, etc. An expansion for the original Hacker, already included in Hacker Deluxe\$40.00

IAI HAMLET! A Game in Five Acts*/#
Hamlet is a 3-8 player, one hour abstract strategy game. You and your fellow players are the voices in Shakespeare's head. You each have a specific way you want the play to end\$15.00

RGG Heave Ho!*/#
Players play cards instead of using their own muscles in this Scottish tug-of-war game for 2 players. Be careful of tricks and traitors. 55 cards, board\$46.00

UBR High Society by Reiner Knizia*/#
Bidding and bluffing card game for 3-5 players. Bid against other millionaires to secure the most lavish and luxurious possessions. Beware of tax and gambling. 61 cards\$40.00

LOO ICETOWERS Martian Chess Set*/#
Contains 60 plastic pyramids of all sizes and colors, with rules for playing. Ice Towers, a turnless game of pyramid stacking; Martian Chess; Ice Traders. Also has The Empty City novel written by the designer of the Icehouse game, about a weird city where people play Icehouse\$80.00

ZMG Ideology - War of Ideas*/#
Players represent a powerful 20th century ideology such as capitalism, communism, fascism, imperialism or Islamic. Use military, economic, and culture to purchase advancements, develop controlled regions, gain control of new regions. Map, 350 cards, 100+ counters\$50.00

F2F I'm the Boss!*/#
Through intelligent negotiations, temporary alliances, and cutthroat bargaining players seek the best deals in their quest for fast fortune in this free-wheeling game for 3-6, ages 12+ 200+ cards, gameboard\$70.00

CGD Inklings*/#
A Shale game with 250 questions. Each question has 6 clues, the final being multiple choice. Includes spinner and chips\$50.00

FFG Inkognito*/#
A deductive card game set in the midst of a carnival in Venice, where you have to deduce the identities of the other agents plus find your partner. 2-5 players\$40.00

RGG Java*/#
The center of Java is undeveloped, fertile land. Each player wants to claim and develop the region for himself. Players irrigate the land and cultivate new rice fields. They found villages, build palaces to create cities from the villages, and arrange festivals in the palaces. Mounted mapboard, 96 land tiles, 40 palace tiles, 16 irrigation tiles, 48 developers in 4 colors, 30 palace cards, etc. Looks fantastic!\$75.00

CAF Jungle Speed*/#
A game of speed, observation, and raucous laughter where the goal is to rid yourself of all of your playing cards. 80 cards, wooden totem, cloth bag\$40.00

PLE Killer Bunnies*/#
Fast paced action filled card game. Keep as many bunnies alive as possible, while eliminating opponents. Bunnies, beware, bunnies are armed! 200+ cards\$5.00
Killer Bunnies Red Booster Pack Adds 55 new cards, red dice\$24.00
Killer Bunnies Violet Booster Pack Adds 55 new cards, dice\$24.00

RGG King's Breakfast*/#
Card game for 3-5 players. The king has asked you to breakfast, and you eat before him, but must leave him more than you ate. 110 cards\$24.00

FLS Kiss-opoly*/#
Monopoly featuring a Kiss rock band theme\$50.00

PLE Kooky Kalooki*/#
A family game based on the Jamaican Contract Rummy game where players scramble to lay down all their cards first. 118 cards 3-6 players\$20.00

DES Lawless*/#
For 2-6 players. You are trying to build a ranch in the wild west. Take over ranges, round up herds, assemble cowboys, amass money. 117 cards, 60 gold, etc.\$44.00

CAF Leonardo & Co*/#
Tests your knowledge with surprising, interesting, multiple-choice questions covering almost every area of science. Gameboard & 3 x 228 page books with questions\$80.00

FFG Loco*/#
A simple card game by Reiner Knizia that gives you hours of fun\$14.00

RGG Lost Cities*/#
There are many lost cities to find in the Himalayas, the Brazilian rain forest, the desert, ancient volcanoes. You must choose which expeditions to back and which to leave to others. Gameboard, 60 oversized cards of lost cities and events\$46.20

RGG Mamma Mia!*/#
A 2-5 player card game. As pizza makers, the players put ingredients on the pizza. From time to time, a player may place an order on the table, thinking the needed ingredients are available. If they are, the pizza is made! 106 cards\$24.00

RAV Master Labyrinth*/#
A maze board game for 2-4 players. You need to find certain rare ingredients to become a master magician. Board, 34 maze tiles, tokens cards, wands\$66.00

Abacus Maya*/#
Board game for ages 8+, 3-5 players, set in Central America before the Spanish invasion. Build huge pyramids like Tikal and Copan, 140 wooden bricks, 40 cards, 76 coins\$55.00

RGG Medici*/#
A 2-6 player game of European trading in the late middle ages. The market is open and the buyers are there to bid. After a buyer selects the lots for auction, the players bid, just once each, and the goods are loaded on the ships for foreign markets. When the market closes, the ships set sail and the purchases are scored. Game board, 35 cards, 6 ship mats, 36 counters\$66.00

RGG Medina*/#
A beautiful board game for 3-4 players. Medina is an old Islamic city in northern Africa with narrow streets, interconnected buildings, colorful domes. Players take turns in building the city by placing the 169 wooden pieces - palace pieces, domes, stables, inhabitants, city walls. Also board, cards, and screens\$80.00

REX Megallo*/#
Three dimensional game for 2 players. It has 4 plastic playing boards with three levels. There are six winning combinations, using all 4 boards\$40.00

RGG Message to the Czar*/#
Board game for 2-5 players. Couriers try to be the first to deliver a message to the czar in the palace. With board, 60 couriers, 5 messages, 30 coins, etc.\$55.00

COA Metro*/#
Your goal is to devise the longest track of the famous Metro of Paris in 1898. Your goals will conflict with opposing builders who seek to sabotage your line by boxing you in, or misdirecting you to some utterly unprofitable station. Metro is a fast-paced rail-constructing game for 2-6 players\$77.00

EFL Monkeys on the Moon*/#
For 2-4 players. Six tribes of monkeys were shot onto the moon and then forgotten. Now the spaceships have been repaired you have to decide who to bring back to the earth with you. 110 cards, 48 wooden pieces, glass moonstone\$40.00

RGG Mu & More*/#
Collection of 5 card games, Mu, trick taking game; Last Path, anti-trick taking; Rummik, card laying game for 3-6, Safaru, card catching for 2-4, etc.\$30.00

FFG Mutiny*/#
A bidding game of pirates, backstabbing, and rum for 2-5 players. Lots of pieces\$40.00

DOW Mystery of the Abbey*/#
A beautiful who-dunnit game for 3-6 players. One of the Abbey's brothers is found dead, but was it an accident? Players compete and collaborate to solve the mystery by moving through the Abbey's many rooms. Board, 90 cards, resin pieces\$90.00

ANM Night of the Ill Tempered Squirrel*/#
A Cheapsass style game. Make the worst horror movie ever made, but your friends will try anything to stop you succeeding. 100 cards 3-6 players\$16.00

SJG Ninja Burger*/#
Card game for 3-6 players, 12+. You are a ninja, and regardless of the obstacles and opposition, you can deliver a burger and fries anywhere within 30 minutes. 144 cards\$50.00

DVL Nobody But Us Chickens*/#
A lively card game about chickens and the critters that want to eat them. For 3-6 players, 56 cards, scorepad, rules, 2 card stands\$30.00

PIN Octiles*/#
A game entirely made of wood for 2-4 players. Players each have 4 runners, who move across a board of upsidetown octagonal tiles, turning the tiles over one at a time in order to form maze like paths across the board\$60.00

EGL Odds R*/#
For 4-6 adults or teens. 360 Q&As on hot topics, where each player is in an even turn. Bet on your own answers, and on your opponents', as you move around the board\$80.00

RGG Odin's Ravens*/#
A racing game for Odin two ravens, Hugin and Mugin, for two players. 112 cards represent the lands to race over, plus flight bonuses from Odin\$44.00

RGG Overthrone*/#
A card game for 3-6 players ages 12+. A card game of intrigue and rebellion in the days of the musketeers. Will you defend the king or incite rebellion? Allies and enemies include generals, lords, clergy and the queen. 128 cards\$32.00

RGG O Zoo le Mio*/#
Players are zoo directors who create zoos to attract, for two players, the best enclosures, paths, and green areas. Coins, tiles, visitors, benches, etc.\$60.00

ADR Paintcheck - the Paintball Game*/#
Boardgame that teaches you the basics of paintball plus develops team strategies. With 30 plastic miniatures, prone, kneeling, running, 21 3d plastic obstacles, etc.\$100.00

RGG Paris Paris*/#
Players, anticipating bus loads of tourists, distribute their cafes, bistros and souvenir stores as best they can to earn high profits. 60 bus stop tiles, mapboard, etc.\$57.00

EGD Phoenix*/#
For 2 players. You must arrange a group of colored pawns in the same sequence as the light spectrum in the middle of the board, but need the cards to do it\$60.00

RGG Pick Picnick*/#
A great tasting card game for 2-6 large and small chickens and uninvited foxes. 60 cards, 6 small game boards, 78 wooden corn cubes, rules\$33.00

DOW Pirate's Cove*/#
Navigate, plunder and battle to become the most feared pirate. Bury gold and treasure, boast about exploits at the tavern. With mounted board, 7 pirate ships, 60 treasure cards, 42 tavern cards, 75 wooden game markers, 6 wooden dice, for 3-5 players\$100.00

HTB Pirate's Plunder*/#
Host the Jolly Roger and sail the high seas in search of treasure. Bury your plunder and ransom hostages. For 2-6 players ages 8+. Has 6 pirate ship cards, 150 plunder and treasure cards, 2 skull & crossed bones dice\$36.00

RGG Pizarro & Co.*/#
Players take the roles of Kings who hire explorers such as Columbus and Marco Polo and send them on journeys. As the game progresses competition for the explorer's services increases as each explorer has fewer expeditions available. With 2 double sided game boards, 36 explorer cards, 63 ducat cards, etc.\$57.00

STR Pro Basketball 2003 Deluxe Version*/###
Contains a basic game for 12-16 year olds plus an advanced version for adults. Can be played two player or solitaire. Huge detail\$70.00

STR Pro Football 2003 Super Deluxe Version*/###
Contains a basic game for 12-16 year olds plus an advanced version for adults. Can be played two player or solitaire. Huge detail, 1,000 National and American Conference players, from 2001\$94.60

STE Proteus*/#
You need a chessboard to play this is a dice chess game. Each player has 8 dice, each of which has the 6 chess pieces printed on it, except a pyramid replaces the king. (The pyramid cannot move or be taken). All dice begin as pawns. Each turn, a player throws one die, which becomes whatever new chess piece is thrown\$20.00

RAV Pueblo*/#
For 2-4 players. The ultimate building challenge. Work with the other players to create a mighty home for the chieftan, by placing odd shaped plastic bricks. The longer you play, the more dFFGuilt it becomes. With game board, 27 color bricks, 16 neutral bricks, play cards, counting stones, etc.\$80.00

PIN Quadtria*/#
A game entirely made of wood for 2 players. The game has four interconnecting pyramid quads, each with 5 wooden balls. Players take turns in attempting to form a triangle anywhere but in their starting quad\$60.00

DOW Queen's Necklace*/#
Card game of 2-4 players competing as royal jewelers selling rare gems to the queen of France. 10 oversized cards, 12 tiles, etc.\$50.00

FFG Quicksand*/#
Each player controls one of six explorers racing to discover a hidden jungle temple. Play cards to control the quicksand, treasures, movement\$40.00

RAV Ramses II*/#
Board game for 2-5 players. The Pharaoh has buried his priceless treasures under 47 plastic pyramids. Slide the pyramids around the board to create the correct path to find the hidden treasures. Also has cards and counters\$57.75

SAV RAT SPLATTER*/#
Squishing rats with anvils is truly a rewarding job, especially when you're getting paid for each rat, and especially when you take the time to breed them in big nests, and then squish them all at once. Card game for 2-6 players\$20.00

APL RES PUBLICA*/#
A trading game of ancient times, by Reiner Knizia. 3-5 players engage in trade to build cities, acquire technology and erect monuments. Lead the Babylonians, Egyptians, Greeks or Romans into a bold new future\$39.60

RGG RICOCHET ROBOTS New Edition*/#
A stand alone game, but can be combined with the previous edition. Players must try to determine the most efficient course for brainless robots to reach objectives\$50.00

ROM ROMANCE OF THE THREE KINGDOMS*/#
With 117 cards and 1D6 2-6 players try to build a united China\$40.00

GMT Santa Fe Rails*/#
A board game for 2-5 players, ages 12+. Be a western rail and real estate baron unleashing the engines of progress in 19th century America. Players steer the development of five major railroads and four short lines. Play city cards to gain victory points, lay track pieces, create boomtowns, with the game ending when all 160 pieces of track have been laid. 94 cards, track pieces, chips, etc.\$99.00

JOL Scream Machine*/#
Card game for 3-6 players. Players compete by building different styles of amusement park rides. Roller coasters, water rides, which are the most popular?\$36.00

RGG Secrets of the Tombs*/#
Board game in which you search through a pyramid's darkened passages looking for treasures. But be careful of the Devourer, who is hunting you in return! 3-5 players\$70.00

PLE SeaNochle*/#
Classic Pinchle, a trick-taking partnership game, but this time with an ocean theme and twist. 48 cards, 4 bonus cards, game board, gemstone pieces\$20.00

ANM Shrimpin*/#
Card game for 2-6 of buying a shrimpin boat and catching the most shrimpin\$16.00

SSI SNOWBALL FIGHT*/#
A card game for 2 or more players. Try to soak your opponents by hitting them with snowballs, while staying dry yourself. 170 cards, dice, instructions\$39.60

ICG Space War (Car park spaces)*/#
It is Los Angeles, and city of six million cars and one lousy parking space! Why fight the traffic in reality when you can blow the trafficGG away in this game. For 2-6 players over 12 years of age. Ziplock bag\$12.00

LOO Stoner Fluxx*/#
Adults only game with ever-changing rules - on weed. 84 cards, 2-6 players\$25.00

DNT001 SUMMER CAMP*/#
Card game for 2-7 players with 111 cards, where you have to be the first camper to gain enough cool status to win. Hilarious and irreverent\$36.00

22 - Wargames: Cheapass Games - Sci-Fi Board Games

COA Tales of Ulysses*/# A game for the family, ages 5 and up, 2—4 players. Heroes of the Trojan War, Ulysses and his shipmates sail for home. But they've made some enemies of the gods, who'll do anything to stop them getting home. Cards will let lose a whole range of disasters and adventures upon them as they travel. Board, 30 cards.....\$66.00	
REX Tangeos*/# An ancient Chinese puzzle game for 1—2 players, or teams. Players each have 7 plastic pieces, and are dealt a card with a design or shape on it. You must use your pieces to make that design. \$22.00.....Tangeos Set 2 54 new cards \$9.95	
ICG The Anyville Horror!*/# A game for 2—8 players set in a newly purchased Victorian home, and the new family's struggle against a hideous monster — who wants to eat them all. With three levels of play, Family members move about the house trying to obtain useful weapons etc., while the monster tries to freeze them with fear so that it can eat them. With 4 small mapboards for each house story, cardstock counter sheets.....\$14.00	
RGG The Bucket King*/# Card game for 3—6 players for ages 8+. Each player gets 15 buckets and a set of cards. The children on a farm make bucket pyramids, and use their own animals to knock over the bucket pyramids of the other children.....\$57.00	
MAY The Deck of Dice*/# A deck of 36 playing cards that represent every possible roll of a pair of dice. But as a card is not put back into the deck until all are used, probabilities are changed somewhat. Also contains several suggest games.....\$10.00	
RGG The Gnomies*/# For 2—5 players, ages 8+. When there's a party on the planet Gnu, everyone wants to come: the Dimmings, Dancemasters, Happy Herbies, Dumbbells. But if the guest list includes a Wullawaki, other guests will leave. The player who keeps the coolest guests at their party wins. 108 cards.....\$24.00	
MAY Theophrastus*/# A challenging card game for 2—6 players. Theophrastus, a great alchemist, takes one new apprentice a year. But he has so many applicants that he challenges them with a clever test of their skill and alchemical talent. He provides small clues to assist you. With 27 experiments, 120 cards, etc.....\$50.00	
UBR The Bridges of Shangri-La*/# Board game for 3—4 players. Players try to control a number of mountain top villages near Shangri La, but bridges keep falling, cutting off access to villages. 168 tiles, board, etc.....\$60.00	
TLC The Haunting House*/# Looks like a simple racing game — be the first to get through the haunted house. Except that twisting halls, trap doors, secret passages make it rather diff'cult to achieve!.....\$44.00	
EFL The Penguin Ultimatum*/# Card game for 2—4 players. The penguins are bored and want to be entertained. You compete with other penguin jesters. 110 cards, 8 scoring stones.....\$40.00	
Phalanx The Prince*/# A colorful cardgame for 3—5 players, ages 12+. Players represent a great Italian family in Renaissance Italy. Use resources, influence, money, military, to become the Pope.....\$60.00	
RGG The Traders of Genoa*/# Genoa, in the 16th century, is the largest trading city in the Mediterranean. Players take roles of traders in the city, and compete to be the richest and most profitable. But to achieve this they sometimes must co-operate. Fill orders, deliver messages, take over important city buildings. With 40 draw markers, 88 cards, etc.....\$80.00	
RGG The Yeti Slalom*/# For 3—5 players. Snowboard racing in the Himalayas, where teams compete each year. The course is diff'cult, and captains hire yetis to knock opponents off their snowboards with large snowballs. Mapboard, 56 cards, rules.....\$46.20	
COA Thieves of Bagdad*/# For 3—6 players. In Bagdad, precious stones are in hot demand. You are a merchant competing with others to get hold of the most precious stone. You can cheat, steal, shout, deceive — just like in real life. Has a lovely mounted mapboard, 80 cards, 20 imitation stones, counters, 6 gem bags, etc.....\$104.50	
PLE Think Twice*/# You choose 1 of 6 categories, roll 6 dice. You score extra if all dice are in your category.....\$16.00	
RGG Time Pirates*/# Looting the past in the distant future, art treasures from the past will become more valuable, creating a strong black market. Pirates search the past trying to collect the most valuable pieces of art for their employers. The time police try to catch them and return the stolen art. With 86 artifacts, 37 contracts, board, figures, etc.....\$60.00	
PLE Tip the Scale*/# Card game for 2—5 players. Balance objects and collect cards, but watch out for the Tip the Scale card, that tips all the cards back into your hand.....\$24.00	
UBR Tongiaki*/# For 2—6 players, ages 10+. With 32 rotatable island and water tiles, and 90 boats. You play Polynesians on daring sailing trips with landfall often impossible to achieve.....\$50.00	
EGD Tony & Tino*/# The godfather is about to retire, and asks his two sons to have a contest to see who will take over. The goal? To take over a neighborhood the godfather does not yet control. Develop racket, run the neighborhood, amass the largest amount of money. Board, 36 character tiles, 36 tokens, 26 cards, 12 racket tiles, etc.....\$36.00	
RGG Top Secret Spies*/# For 2—7 players, who search for secret information on seven spies, hidden in a safe. secret. Cards, mounted board, ages 8 and up.....\$66.00	
FAF Touchdown-a-Minute Football*/# Played with 12 different dice, four for offense, four for defense, four that get rolled every turn. Choices are fast and simple, but has realistic strategy.....\$33.00	
RGG TransAmerica*/# Railroad building in America in the 19th century. Connect 5 cities with track, predict where the others will build and use their track. 2—6 players, 95 track pieces, game board, 35 city cards, 6 locomotives, etc.....\$57.00	
RGG Trias*/# Players use 39 hexagonal tiles, 44 cards and 80 wooden figures to represent life in prehistory, as species try to reproduce, migrate, and establish majorities on the continents.....\$46.00	
RGG T-Rex*/# Card game for 3—5 players. Players are researchers working feverishly to collect as many dinosaur eggs as possible to protect them from meteors that are crashing into the earth. With 85 dinosaur cards, 5 trump cards, 30 egg cards, etc.....\$24.00	

RGG Valley of the Mammoths*/# A hilarious board game. While fleeing from starving wolves and sabretooth tigers, will your tribe of cave-men manage to survive in the Valley of the Mammoths? Contend with rival tribes, hunt, gather, fish. Watch out, other tribes will try to steal your women! Original and dynamic game mechanics, simple rules, hilarious cards. 6 sets of tribe tokens, stunning board, masses of other counters.....\$69.30	
RGG Vampire*/# This is a 3D game where players are vampire hunters attending a vampire party. The player who identifies and slays the most vampires is the winner. 2—4 players, ages 8+.....\$70.00	
EGD War & Sheep!*/# Two rival gangs of sheep in the same flock face off in order to graze the best patches of grass, while also watching out for hungry wolves. Nothing can stop these sheep going to war. Board, 38 sheep tokens, 21 action cards.....\$40.00	
ASM Werewolves of Millers Hollow*/# Millers Hollow has been infested by werewolves. You are given a secret character card — you will either be a werewolf (devised by night) or a townsfolk (find the werewolves!).....\$22.00	
OTB Wheedle*/# Free-wheeling stock trading card game where 4—6 players jockey for corporate control. The first player claiming majority control is the winner.....\$20.00	
EFL Who Stole Ed's Pants? 2nd Ed.*/# An unspeakable crime, a bewildered victim, the howling mobs want to know — who stole Ed's pants? A strategy card game for 3—4 players. 95 cards, 4 mats.....\$30.00	
UBR Wildlife by Wolfgang Kramer*/# A stunning boardgame for 2—6 players who each control one of six types of creatures indigenous to different regions of land. Expand your herd, learn new abilities. When room runs out, battles erupt to control that region. Lots of counters, chips, cards, markers.....\$80.00	
AM Witch Hunt*/# Now you can relive this proud, exciting moment in American history! Unfair trials, dobbing in neighbors, giving false testimonies! 3—5 players, 95 cards, counters, tokens. Unboxed \$16.00	
ASM Wooly Bully*/# Cute game with 77 double sided tiles. You place down farm and sheep tiles, trying to fence in your sheep, before the wolf can get them. 2—4 players.....\$40.00	
REX Word Trek*/# For two or more players. Players are given two words, and by replacing letters or rearranging them, one step at a time, must make the new word.....\$20.00	
RGG Wyatt Earp*/# The Wild West! Tough times and tough characters. Bandits, desperados, rustlers and thieves, are everywhere. Take the rolls of the brave sheriffs riding on the heels of these legendary outlaws. A card game for 2—4 players with 78 cards, 7 rewards tokens, 7 wanted posters, rules, summary cards.....\$46.20	
RGG Yinsh*/# Each player has 5 rings. Each time a ring moves it leaves a marker behind. Jump a marker it changes color. Line up 5 markers, and remove a ring. \$1 markers, 10 rings.....\$66.00	
LOO Zendo*/# For 3—6 players. Of the house plastic pyramid and 4 colored faces. Each face has 16 cards (but you can make your own rules). Several groups of pyramids are laid out, you must work out which share common rules.....\$80.00	
PLE Zippy*/# Roll the 9 dice and combine them to make the target number, with addition, sub, etc.....\$16.00	

Cheapass Games

These little games are amongst the top selling games in the USA. The packaging is virtually non-existent, and you normally need to obtain your own dice and counters. But this makes for a very cheap price.

CG Agora*/# An ever changing Greek marketplace. Construct shops there and try to make a living. Each player needs 20 counters each.....\$9.35	
CG Bitin Off Hedz*/# It's time for a suicide race across Skull Island. The winner is the first to hurt himself into the big volcano, the losers are everyone who got their head bitten off along the way. Has card map of the island plus rules. You also need a pawn or plastic dinosaur for each player, and stones (or coins or candy). 3—10 players, 1 hour.....\$9.90	
CG Chief Herman's Holiday Fun Pack*/# Contains more than 30 previously published James Ernest and Cheapass Games, including Road Trip, Brain Baseball, Lost Pueblo, Stumpy the Cave Boy, Strange Worlds, Jumping Frogs. To play these games you'll need various extra items such as a deck of cards, lego, chess set, various dice, counters, etc.....\$14.30	
CG Chief Herman's Next Big Thing*/# Contains 3 years of new free games, unpublished games, and undelivered games from the Cheapass Games crew. You need lots of stuff to play the games, such as dice, counters.....\$12.00	
CG Cube Farm*/# Game of moving into a new off'ce complex. Your goal is to get the most off'ce space as simple, put cubes closest to the good stuff. You need counters.....\$9.35	
CG Deadwood*/# For 3—8 players. You need several dice and play money. A fast paced board game about bad actors and bad parts. Using a D6 to represent your talent level you will move from scene to scene taking the best parts you can.....\$17.60 Deadwood on Location Expansion . Now you can work on location rather than in the studio. Contains six board sections, rules.....\$6.60	
CG Devil Bunny Needs A Ham*/# For 2—5 players. Each player tries to scale the sheer face of a hi-rise building. But the Devil Bunny keeps jumping on the highest climber, knocking them down the ground, where they die, or onto another climber's head, who promptly catches them. The first to the top wins.....\$5.80	
CG Devil Bunny Hates the Earth*/# For 2—5 players. You and your friends are hard working in Devil Bunny's factory. Devil Bunny hates the earth, and has decided to wreck Western civilization by manufacturing a very unsatisfying brand of saltwater taffy. You try to stop the Bunny. Needs dice & 50+ counters.....\$4.95	
CAG Dicaland — Deep White Sea*/# A unique 2 player game that uses cardboard 8-sided dice as the characters. The game requires equal parts strategy, luck and skill. Each of the five armies of 5 characters in the game are battling over the ownership of a massive ship, abandoned long ago on an ice world. 25 paper dice.....\$34.50 Dicaland — Ogre . A stand-alone Dicaland game with 17 new dice and one giant Ogre die, based on SUG's Ogre boardgame. Ogres, tanks, infantry.....\$34.50 Dicaland — Space . Githarians vs. Mutarians. Has 25 paper dice, new paper dice, assembled, including fighters, commanders, carriers, etc.....\$34.50 Dicaland — Extra Space . 8 new paper dice ships in red or blue.....\$13.20	
CG Falling*/# A crazy card game for 4—6 players. Everyone is falling to their deaths! and the object of the game is to hit the ground last. It's not much of a goal, but it's all you can think of on your way down (to splat on the ground). 54 cards, rules.....\$23.10	
CG Freeloader*/# A board game for 3—6 players about cashing in favors to borrow tons of stuff. You and your friends are preying upon an unsuspecting neighborhood.....\$17.05	
CG Fight City*/# For 2 or more players. This is an intense strategic card game about the struggle for money and power in a modern anarchy called Fight City. Each player needs one deck, each of which contains all the fighters, locations, and weapons each player needs. Each player needs ten counters. Contains Deck A and Deck B.....\$23.10	
CG Girl Genius — The Works*/# A strategic puzzle game. The basic premise is that everything in the world is a cog in a giant machine called the works, and the players are mad scientists tinkering with the machine. As you tinker with the works, the cards interact. When they match up in certain ways, they become active and pop out of the works. 108 cards.....\$34.50	
CG Give Me the Brain! Special Edition*/# Work sucks. Long hours, scratchy clothes, and only one Brain to pass around. The characters: Zombies. The place: Friedley's, the fast food restaurant. The day: Monday. You would think you'd have a job like this, that you could get along pretty well without a brain. Which is usually true. But today you must count the meat. Make change. Remember what lettuce is. And maybe even get the pickles to stop staring at you. Better get your hands on the Brain. For 3—8 players, 15 minutes games, you need a D6. This boxed edition in glorious full color.....\$33.00	

CG Lord of the Fries Boxed Set Color Edition*/# Sequel to the above. This time you and your rotten friends are struggling to control handfuls of random food into tasty combo meals and sides. Whoever serves up the most grub will become the Lord of the Fries. Whatever that means. This is a completely separate game - you need no brain to play! 3—8 players, 45 minute games, you need a D6.....\$34.50 Lord of the Fries Special Ed in glorious full color. Contains original game plus six new menus and the extra ingredients they use.....\$34.50	
CG Kill Doctor Lucky*/# Why do all the mystery games start just after all the fun is over? Welcome to the sprawling J.Robert Mansion, a sprawling county estate full of unusual weapons, good hiding places, and craven killers. Killers like you. The object of the game? To kill Doctor Lucky. Includes 4 decks of cards, card maps, and the mansion. 4 pages of rules. 2—8 players, games take 1 hour. You need a pawn or playing piece for each player, plus one for Dr Lucky.....\$17.05	
CG Nexus*/# Card game of players placing cards and creating zones of control by playing their counters to capture Nodes. (you need 20 counters per play).....\$9.35	
CG One False Step for Mankind*/# Complex game for 3—6 players. Set in 1849, where Gold Rush towns with vast resources try to shoot a rocket to the moon. Needs 400 poker chips, etc.....\$17.05	
CG Parts Unknown*/# For 4—10 players. A wacky scientist cause results in them trying to bring people back from the grave. But they need spare body parts, and your spare parts set is digging up and selling these bits and pieces of dead people. But can you meet supply & demand? Need two pawns counters, 1D6 and play (or real) money.....\$13.40	
RRG Pig Pile Second Edition*/# Fast paced family card game for 3—6 players. Players compete to corner the most pigs. Get rid of your cards first and receive a pile of pink plastic pigs. With 80 cards, 40 plastic pink pigs.....\$36.30	
CG Safari Jack*/# For 2—4 players. You explore the deepest waters of Africa with nothing but your wits, a sunhat, and a very large gun. And your colorful guide, Safari Jack. But Jack has already left the camp, and you have to find him. But in the meantime, crawl around the bush and try to shoot more exotic animals than the other players. Need pawns & counters for players.....\$11.50	
CG Save Doctor Lucky*/# For 2—7 players. You hate Dr Lucky and want to kill him, but when an iceberg hits your Titanic cruise ship, you decide that killing Dr Lucky on a sinking ship would be pointless — so you try to save him instead! And if you can do it while everyone else is looking, even if you go down with the ship, you'll be remembered.....\$17.60 Save Doctor Lucky on Moon Base Copernicus Expansion . The moonbase is about to explode, and there is only room for two people in the last escape pod. You've decided to save Dr Lucky and take him back with you.....\$8.80	
CG Spreel*/# Springtime. Midnight. The Mall is beckoning. Destination: LeGrand Mall, the oldest and most poorly secured shopping mall in the world. You and your juvenile friends have decided to loot this place, in an all-night race with shopping carts, flashlights and guns. Of course, your definition of friends is pretty loose. With you comes the mall's most money of the IPOs of new one-shot companies who make stuff like Disposable Cats or Old Fashioned Panties.....\$6.70	
CG Steam Tunnel*/# For 2—5 players. Has 44 tunnel cards, which players lay down in an attempt to construct various tunnels. You need 20 colored stones per player.....\$9.35	
CG The Big Cheese*/# Card game for 3—6 players. Rats! That's what you are. Big, hungry rats. You're all VPs at Rat Financial Inc, and you're all striving for a slice of the Big Cheese. The president is retiring next month, and whoever can score the most points with him gets to take his place, and his Big Cheese. Needs 10 stones per player, + dice.....\$7.15	
CG The Big Idea*/# A card game for 3—6 players. You need a deck of cards, five color chips for each player, play money, and 1 x D6. In this game you all venture into the unknown, trying to make the most money off the IPOs of new one-shot companies who make stuff like Disposable Cats or Old Fashioned Panties.....\$6.70	
CG The Great Brain Robbery*/# A board game for 3—7 players. The zombies at the restaurant don't even have one brain to go around, but a passing government train, full of free cheese, is full of brains. So saddle up and rob that train. Has eight board sections, 60 cards and rules. Needs a pawn for each player, and 50 counters, and 2D6.....\$17.60	
CG The Very Clever Pipe Game*/# Re-released in a ziplock bag, 48 cards of pipes in two colors. Played something like dominoes. You have to match up the pipes.....\$9.35	
CG TimeLine*/# You've invented a time machine. But the first thing you'll do is play the stock market and get really rich. 48 cards, needs pawns, 30 colored stones.....\$9.35	
CAG Unexploded Cow*/# Card game for 3—6 players. You need a D6 and play money. So you've decided to make a little spending cash this summer using Mad Cows (which are going cheap in England) to clear fields of unexploded bombs in France (which apparently pays pretty well). The game is simple and very chaotic.....\$18.15	
CG U.S. Patent No. 1*/# Every player is a scientist who has invented time travel. And now everyone is racing to the Patent OFFGoe to prove who invented it first. Because you have the time machine, it is not enough to get to the Patent OFFGoe fast, you have to go back in time to the moment the Patent OFFGoe first opened. Use your time machine, get weapons, by stealing, or inventing, or buying. Need money, pawns, 3xD6s.....\$17.05	
CG Vegas*/# A board game for 3—8 players, set in Vegas. Play money, a board, several times, playing simulated Casino games and buying Sweepstakes Tickets. Every so often there is a Showdown in which players reveal the cards they have collected to win the money in the pot. And, cheating is permitted! To play you need a poker deck, pawns with matching counters for each player, \$10,000 play money.....\$9.35	
CG Witch Trial*/# A card game for 3—7 players. You need one counter, 2D6 and money. In this dark time in American history, society has chosen to get rid of all witches, i.e. free thinkers, vegetarians, unmarried women, the homeless, etc. You are an attorney and will act as the prosecutor or defender in several such cases.....\$17.05	

Science Fiction BattleTech

FAS CLASSIC BATTLETECH A Game of armored Combat
The introduction to the classic BattleTech game system. Has everything you need to play, a 64 page rulebook, full color 48 page universe background book up to 3067, book of record sheets, 16 page quickstart rulebook, 2 x 22 x27 maps, 48 standup mech counters. Contains new artwork, new counters, no new rules.....\$80.00
BattleTech Combat Operations. A comprehensive rules system for BattleTech campaign play. How to create, run and play any type and size military force. Aerotech 3 player战役, chosen to get rid of all witches, i.e. free thinkers, vegetarians, unmarried women, the homeless, etc. You are an attorney and will act as the prosecutor or defender in several such cases.....\$50.00
BattleTech Companion. Expanded character creation rules, construction system for Battlearmor, rules for running adventures, underworld organisations, using creatures — including samples of alien fauna, advanced weather.....\$50.00
BattleTech Map Set #1. Contains nine sheets of new maps, two dropmaps, 2 archipelagos, 2 military bases, 2 coast, 1 seaport.....\$40.00
BattleTech Map Set Compilation #1. Contains 24 maps, taken from out of print Map Set 2, Map Set 3, and Map Set 4. Deserts, valleys, cities, etc.....\$60.00
Classic BattleTech Miniatures Rules. Glossy full color book with simple rules conversions to let players use miniatures on wargames tables rather than hex naphthets. Converts normal BattleTech miniatures, Armorsat's large BattleTech resin figures, and even a conversion for using Mechwarrior Dark Age figures with normal BattleTech rules. With background info and hundreds of photos.....\$40.00
Fedcom Civil War. For five year two of the most powerful Great Houses have been in the grip of a bloody civil war. This sourcebook details the action involving every Great House, the Great Houses' military, and the Great Houses' politics. Also details the conclusion of the war, listing the fate of the Archon, Victor Steiner Davion, and a whole host of other royals and important generals.....\$50.00
Inner Sphere. This sourcebook provides information on the five Great Houses, Kurita, Davion, Liao, Marik, Steiner, & the lesser powers of the Periphery.....\$40.00
Operation: Flashpoint. You take your own unit through a linked series of missions set against the backdrop of the brewing Fed-Cow civil war.....\$30.00

EGL Age of Mythology.....*/#
The famous computer game brought to life as a board game with 300 stunning plastic figures. Gather resources, explore the world, build structures, advance your culture to the next age, fight epic battles with classical heroes and mythical creatures. Also 38 unique sculptures. 216 cards, 150 cubes, boards. **\$90.00**

FFG Arena Maximus Fantasy Chariot Racing
2—5 players each race a fantasy chariot around a track composed of magical pits, pitfalls, and fight each other with weapons and spells. Counters & card deck \$40.00

MEK Armory
Mystical castings and deadly weapons crowd your hand, yours to wield according to your wisdom, ruin, or glory! Card game for 2-4 players requiring wits, tactical skill, and courage! Has two 60 card decks \$40.00

HOU Ascension at Firepeak
You and your rival mages struggle for control using the creatures of the land. Capture them, train/wash them, throw them into your dungeon or consume them for spells. For 2—5 players, ages 10+. Kotd illustrated style artwork \$24.00

FFG Atlantoon
Take command of an army of aquatic warriors, powerful wizards and fantastic water beasts as you battle to control Atlantoon. Board, wooden pieces, counters \$40.00

JOL Barbarian Kings
A game of strategy for 2—8 players. Includes revised rules based on the original SPI Barbarian Kings. Has two separate empires to compete for, and wooden blocks for pieces, with stickers on the units. Can you assemble an army of elves, dwarves and other races to defend your territory from aggressive neighbors? Has 120 stickers, 105 units, 100 wooden markers, 90 heroes & leaders, map \$100.00

EDG Castle
The castle is small and walled in for easy defense. You must try to place all of your characters in the castle before your opponents do. Has 4 castle walls, 56 character cards to place within the castle walls, 115 playing tokens \$36.00

FFG Cave Troll
A dungeon-crawling board game of strategy, looting and monster bashing for 2—4 players. Each player controls a party of explorers raiding the cave troll's lair searching for gold and artifacts. Beware the inhabitants and troll \$40.00

COA Charmed — The Book of Shadows
A board game for 1—6 players, ages 8+. Recreates the principal themes of the television series Charmed. You are the main characters of the show, Prue, Piper, Phoebe and Leo as they fight evil to protect the Book. You must acquire special powers to defeat the demons \$70.00

FFG Citadels
For 2—7 players. You are a medieval ruler trying to complete your city before your opponents can build theirs. Expand your city by adding new districts, but note some districts are more valuable than others. This edition has 11 new cards \$40.00

ATL Cults Across America
The board game of the Chulhu world. President. Buy and sell. S.O. Arkham. Shoot Nyanlatheop with a Cosmic Ray Gun. You'll command cultists, high priests, tanks, the national guard, the President, even Chulhu himself. With challenging resource management, detailed combat choices, three scenarios, 112 game cards, 18x28 card board, 384 counters \$90.00

TLC Dante's Inferno
A tile based, strategy game for 3—6 players. You have to rescue enough sinners to gain entry to the 9th circle of hell to defeat Lucifer. 81 game tiles, 36 player figures in six colors, 20 demon figures, 24 tracking card counters, etc \$60.00

FAF Demon Dice
Uses dice with different pawns and abilities on their faces. You put together your demon using different collectible dice to do battle against other demons \$40.00

RIG DIVINE RIGHT 25th Anniversary Edition
The old TSR classic boardgame has been re-released into a stunning anniversary edition. Lead your fantasy county to glory and victory, or death and despair. Form alliances between several kingdoms, fight battles, watch for backstabbing allies! Up to three levels of challenge, new heroes, villains, abilities, magic devices, allies, for random events. For 2—6 players, mounted mapboard, basic rules booklet, 100 diplomacy and personality cards, 600 counters, a CD-ROM with historical info about the game, over 300 pages of background material, strategy guides, variants, hints, advanced rules. Numbered & Signed Certificate of Authenticity \$121.00

SJG Dork Tower
Board game for 2—6 players based on the popular comic strip. Journey through a fantasy landscape, collect items, which the monsters, 100 counters, map, cards, lower \$60.00

DES DRACO & CO
A card game for 3—6 players. Draco is the king of all rogues and bandits. Each night he and his bandits gather at the local inn to divide the day's loot. But he only gives loot to those on his good side. Those on his bad side have to give him loot! So you spend the game trying to get on his good side. 86 cards, coins, etc \$36.00

RGG Dracula
Board game for 2. Dracula tries to find five victims, while Van Helsing tries to find and destroy Dracula's five victims before he does. Board, 50 cards, figures, etc \$40.00

FFG DRAGON
An entertaining boardgame of chases, tricks and traps, as several adventures trapped in an evil dragon's dungeon try to steal the treasure and escape. Players build Drakon's dungeon tile by tile as they race for the treasure and try to thwart their opponents' every move. Over 100 full color game pieces, Cutel \$40.00

Drakon Expansion Set One For Drakon Second Printing only Has 48 new tiles, a movable dragon counter, rules for 14 new chamber actions \$30.00

CIT Dungeoneer — Tomb of the Lich Lord
Card game which provides corridor and room cards to lay out a dungeon, and then you choose a character and perform quests in a race against the other players. Defeat monsters, overcome traps, great artwork. No games the same. For 2—4 players, 110 cards \$40.00

Dungeoneer — Vault of the Fiends Can be played by itself, or with Tomb of the Lich Lord. This time you are up against a twisted mage and his legion of fiends \$40.00

VNA Duel of Ages
A beautiful game system that has received rave reviews. Build the uniquely modular game map to your own advantage, thwarting the enemy's attempt to do the same. Lead a randomly chosen group of adventurers, with a variety of equipment cards, across the landscape in search of strange & deadly equipment. Every game is different. Top quality components \$70.00

Duel of Ages Game Worldspanner Game board segments, 10 board overlays, 120 cards, 40 game counters, 2 chart cards, rules \$70.00

Duel of Ages #2 Intensity Expansion to the game. Three new board segments, 2 team bases, 120 new cards with new heroes and equipment, rulebook \$70.00

Duel of Ages #3 Vest Horizons Massive map expansion with 21 new platters \$70.00

Duel of Ages #4 Royal Tournament Expansion with a tournament map segment, 52 new equipment item cards, and counter sheet \$40.00

Duel of Ages #5 Mercenary Camp Expansion with a mercenary camp map segment, 52 new equipment item cards, and counter sheet \$40.00

Duel of Ages #6 Field of Honor Expansion with a dueling map segment, 52 new equipment item cards, and counter sheet \$40.00

Duel of Ages #7 Ruins of Cany XII Expansion with ancient alien ruins map segment, 52 new equipment item cards, and counter sheet \$40.00

Duel of Ages #8 Masters Addendum Final expansion will new characters and equipment, a masters guide, 32 character & equipment cards, other game aids \$40.00

KEN DWARVEN DIG
2—4 players lead their team of dwarves through a hex-tile map of a mountain's interior, digging for treasure. 16 dwarf miniatures, geomorphic tiles, 40 quarry cards, 38 destroyed wall markers, counters, effects markers, etc \$100.00

DES FANTASY BUSINESS
A card game for 3—8 players. Players are store owners who buy for the best price weapons, armor, magic, objects and horses that adventures of all types need to buy for. But competitors are also buying. 72 cards, 112 tokens \$30.00

DOW FIST OF DRAGONSTONES
A card game for 3—6 players. Outwit your opponents by using gold coins to buy control of an ever changing cast of enchanted character cards. The characters help you collect dragon stones and win victory \$50.00

FFG FRENZY
Card game creating real time fantasy battles. You're the general of either orcs, dwarves, undead or humans. Overrun the enemy, raid supply lines. 4 different decks \$16.50 ea

RGG GARGON
A card game for 3—5 people. A fantasy world filled with dragons, fairies and pegasi. These creatures guard the amulets you and your opponents seek. But your highest goal is Gargon, the amulet of power. If you can capture this amulet from a manure or phoenix, you will become a mighty magician. 120 cards \$20.00

MAY HELLRAIL Third Perdition
A train card game from Mayfair Games with a difference. Conduct the souls of the damned to their torturous abodes in the Great Inferno. With 45 rail cards, 10 circle cards, 4 engine cards, 4 wooden engines, 15 circle effect tokens, etc \$40.00

RGG HERA & ZEUS
A divine feud for Zeus, the father of the gods, and his wife Hera, often disagreed on matters both earthly and olympic. This eventually became a full fledged feud, with each calling on the other gods to side with them. Cyclops, Amazon, Medusa, Hydra, Pegasus and other mythical creatures join in. Has 86 cards, 1 Zeus and 1 Hera figure, 2 summary cards \$40.00

MAY Iron Dragon
A Mayfair railroad building game with cut-out people, trolls and magic. Dragons pull trains across new territories. Based on Empire Builder. Uses crayons to draw rail lines \$70.00

FFG Kingdoms by Reiner Knizia
Boardgame in which players assume the roles of rival kings trying to increase their wealth by establishing castles across the land. Build castles in the richest regions to reap the most gold, but those regions are also infested with dragons, trolls, and other hazards \$40.00

FFG King's Gate
You and your opponent's are feudal lords trying to secure your claim to the throne by controlling important districts of the city. A city building game for 2—4 players. Beware of the dragon! Counters, city tiles, coins, by Reiner Knizia \$40.00

STE KNIGHTMARE CHESSE #1
An extremely popular accessory for the game of chess. This box contains 80 dark and beautiful cards, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degrees, for example \$34.00

STE KNIGHTMARE CHESSE #2
Here are 80 more cards to wake up your chess game - 78 brand new cards. You don't need K&N! to use this one. Complete rules are included to use these new cards \$30.00

USO Lord of the Rings Backgammon
Backgammon game with a wooden case with a map of Middle Earth as the gameboard backdrop, and 2 colors of rings as the pieces \$60.00

EGL Lord of the Rings Children's Game
For children aged 6+ and their families. 5—6 players. As a hobbit, you must travel to Mount Doom to defeat Sauron. Meet monsters, friends, etc. With gameboard, 5 hobbits, 30 character tiles, 3 Nazgul, 42 wooden cubes, etc \$66.00

FFG Lord of the Rings
For 2—5 players, ages 12 to adult. By Reiner Knizia, your task is to stop the Dark Lord Sauron from winning back the One Ring. Journey through Middle Earth, taking on the challenges of the four most hazardous regions. Moria, Helm's Deep, Shelob's Lair and Mordor, each with its own scenario board, on your way to destroy the ring. With master game board, the scenario boards, 60 hobbit cards, character cards, 5 plastic hobbits, plastic Sauron, special dice, etc \$89.95

Lord of the Rings Expansion Friends & Foes Two new scenarios, Bree and Isengard, 21 new feature cards including new friends such as Tom Bombadil, Glorfindel, Treebeard, Strider. Also 30 dark foes such as Mirkwood spiders, Orcs of the Red Eye, Cave-trolls \$44.00

Lord of the Rings Expansion Sauron One player takes the part of Sauron and plays against the Fellowship. Sauron has the Black Rider figure and special Sauron and Nazgul cards to strike. 53 cards, 27 event tiles, etc \$49.50

MLB Lord of the Rings Monopoly
Relive the battle for Middle-earth in a whole new way with this collector's edition Monopoly game set, featuring locations and characters from Peter Jackson's film trilogy, along with power figures of LOTR characters! Optional play includes a Sauron dice & the One Ring \$68.00

Parker Lord of the Rings — RISK Trilogy
The popular Risk boardgame Lord of the Rings style! Can be played with normal Risk rules, but has heaps of optional rules to convert the game into this fantasy world. Has lovely 15mm pieces in 4 colors, two good, two evil, including elves, Riders of Rohan, Orcs, Dark Riders, Eagles and Cave Trolls. Leaders have special abilities, use cards to uncover ancient Sites of Power scattered around Middle Earth (the map covers movies 1—3) using special cards, and gather adventure cards for additional bonuses. Also has a metal One Ring. Great! \$80.00



FFG Lord of the Rings — The Confrontation
A complete stand alone game of strategy, bluffing and adventure for two players focusing on the final confrontation between Frodo, his companions and the West, and the forces of Mordor. Sameboard, 18 plastic walls, 18 character cards, 18 good and dark cards, rules \$40.00

RGG Lord of the Rings — The Duel
Gandalf and the Balrog battle it out over the Bridge in Moria. With board, 3D bridge, 2 pawns, and 54 cards with which to do furious battle \$40.00

RGG Lord of the Rings — The Search
A brand new boardgame by Rio Grande Games. Frodo and Sam must find Mount Doom so they can destroy the One Ring. As expected, they begin their journey to the Shire and explore Middle Earth, searching for Mount Doom. On their journey, they can meet several companions such as Gandalf, who will help them in their search. They will also confront monsters, and find valuable artifacts to speed their journey. For 2 players, each trying to get to Mount Doom first. Players score points for companions and artifacts and also for reaching Mount Doom \$40.00

FFG Lord of the Rings — Trivia Game
Board game where players travel across Middle Earth towards Mount Doom, answering trivia questions. There are 400 cards with 1,200 questions, each with 4 multiple choice answers. Also 113 counters, board, 48 area tiles, etc \$90.00

Parker Lord of the Rings — Trivial Pursuit
Trivial Pursuit focusing on The Lord of the Rings, with 300 Q&A cards, 4 pewter pawns, plastic ringwraith, expanded rules for LOTR fans, Middle Earth mapboard \$120.00

FFG Maelstrom
Play a master of the void, trying to win control of the Vortex. Build your army of minions and strongholds, summon them to battle. This complete game contains all four Vortex Tile Game starter sets, as well as extra tiles from boosters \$40.00

FFG Magdar
A game of dwarves who dig too deep for mithril and gems, awakening a magical demon in the process. (He slowly destroys the gameboard tile by tile.) Do your dwarf miners run or keep digging. 2—4 players, counters, tiles, game board \$40.00

JES Magical Arena
Board game with 4 pewter miniatures, 2 card decks, character cards, large color hex-tile for the board, etc. Fight for your existence in the arena, using power, magic, and summoned creatures. Characters attempt to gain higher levels through accumulating power \$70.00

FFG Maginor
By Reiner Knizia. It is time for the Wizards' Council to choose a new High Wizard. You must convince the Oracles to support you and not your opponents. A game of strategy, luck, & magical duels for 2—4 players. 100+ playing pieces \$40.00

SJG Munchkin
So down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This stand-alone card game captures the dungeon experience, with none of that stupid roleplaying stuff. With silly magic powers such as the Boots of Butt-kicking. 168 cards \$49.50

Munchkin 2 Unnatural Axe 112 more cards for the game of killing monsters and taking their stuff. New foes like the Hydrant and Tentacle Demon, recruit allies like Shoulder Dragon, new weapons like druid fluid, slug thrower \$33.00

Munchkin 3 Clerical Errors 112 more cards including the new race of gnomes. Try on the bard class, the dreaded Auntie Paladin \$30.00

Munchkin Fu Now the game is chock-a-blocky Hong Kong action. Characters are samurai, ninja, yakuza, monks vs mooks, demons, bad guys. A complete game for 3—6 players that is also compatible with the other games. 168 cards \$49.50

Munchkin Level Counter A metal counter and new epic rules \$20.00

JOL Nodwick The Card Game
Fast and furious card game based on the Nodwick cartoon. You have to race to reassemble your henchman with duct tape. 100 cards, timer, comic \$41.25

ATL Once Upon A Time
A game in which the players create a story together, using cards that show typical elements from fairy tales. Other players try to use cards to interrupt each other and become the storyteller. The winner is the first player to play out all her cards \$42.00

FFG Orcz
Lighthearted and fast paced strategy boardgame for 2—4 players. Lead your orcs in battles, hoping to win rewards in return. 160 playing pieces \$40.00

TWG Portable Adventures
Lair of the Rat King Card game with one system, unlimited adventures! The convulsion of the rattling horror threatens the kingdom of men, and their only hope for survival is a dominatrix fairy, a really peeved minotaur, the egocentric evil prince, and you! \$22.00

sat Grade You've Got to Play You've got to play. I.D., the hall monitor has the pepper spray, the new girl has the lip gloss, and the witchy kid has the frozen pizza. What will it be the slumber party or the rumble? Card game \$22.00

DGL Quest for the Dragon Lords
A beautifully illustrated board game that pits player against player to conquer the known world. Comes with over 1700mm miniature orcs, dwarves, barbarians, elves, ships, dragonlords. Also a CD-ROM rulebook with battle simulations. Each player sends their warriors to the wastelands on a quest for the dragonlords. The quest is to find the Crystal of Power. 75 disks, gold, 24 ruler, ruler, ruler \$100.00

The Crystal of Power Two new races with miniatures - the Amazons and Necromancers, fight for control of the Crystal of Power in this 5-6 player expansion for Quest for the Dragonlords, complete with new adventures and more powerful spells. 36 cards, etc \$50.00

DFE Realm Lord
Card game for up to 6 players, ages 12+. Quest for ten Hoop Stones, and then the Crown will be given to you. Set in the fantasy world of Realm Lord \$40.00

FFG Scarab Lords
By Reiner Knizia. Card game of a mythological Egyptian land called Hekemet. Each player controls one of two great houses using miniatures, cards, and the game board to achieve military, economic & religious victory \$46.00

ELM SNARQUEST CARD GAME
Comes with 100 cards and a Snarf miniature that allows 2—6 players to have hours of wacky fun. Obtain wealth, power and other stuff. Avoid monsters \$39.60

SJG Spooks
Card game for 3+ players. You don't have to outrun the monsters if you can outrun your friends. Each suit of cards in this haunted house has a special wacko rule \$20.00

SJG STRANGE SYNERGY
Combat game (sort of fantasy?) built around 100 different power cards. Draw 9 cards and divide the powers between your warriors. Can you create the unbeatable team? 2 sided map, 12 warrior standups, lots of counters, cards, markers \$62.70

APL Tears of the Dragon
Boardgame for 2 players who play great warlords who build armies, fight, and explore ancient ruins in search of lost wisdom. 11x17 hard mapboard, 60 counters \$40.00

FBI THE DICE OF WRATH
A dice game, with 5 dice depicting the Knights of the Dinner Table characters. Unleash your favorite characters into the dice game arena. 5 score pads, 5 dice \$30

FFG THE HOBBIT
A wonderful boardgame adaptation of the novel. Players play the part of Bilbo, and must travel far around Middle Earth in order to reach the Lonely Mountain. Defeat Smaug and claim the riches. 72 cards, 6 hobbits, 60 gems, board, etc \$69.95

TWG THE TESTIMONY OF JACOB HOLLOW
Card game for 2—6 players, you use every tool at their disposal, combating ghosts, slashes and demons, in a race to learn the awful, mind shattering truth as to what's \$40.00

CAA Thud — The Discworld Board Game
With 41 (32 dwarves, 8 trolls) handpainted resin pieces and mounted gameboard. The he sides try to capture each other pieces. The trolls are much harder to capture \$99.95

GRR Torches & Pitchforks
Card game for 2—5 players. Arm your townfolk and fight off the monsters in the Moor! A game of monster movie mayhem. Good quality artwork \$50.00

FFG Warcraft — The Board Game
The popular computer game as a stunning board game. The orcs are on the rampage, the humans trying to face them off, the undead are being driven by their Lich King. Ninja Elves defend their forests. Manage resources, train & upgrade troops, wage war. With 13 board pieces, wooden unit pieces, buildings tiles, gold tokens, wood tokens, lots more \$80.00

TCI When Darkness Comes — The Awakening
A similar game to Zombies. A modern day horror setting featuring all forms of undead nasties. Contains complete rules for regular and game master run play, 6 complete scenarios, a GM run campaign, 15 map tiles, six character cards, counters, dice, 6 pewter characters \$60.00

When Darkness Comes > The Horror Within The Horror Within expansion explores the mysterious world of shape-shifters and lycanthropes, and features additional rules, scenarios, encounter disks, and two additional pewter miniatures \$30.00

When Darkness Comes > Hell Unleashed Expansion with demons, cultists and psychos. New rules, scenarios, encounter disks, 2 new pewter figures \$30.00

When Darkness Comes > Darkness Before the Dawn Expansion with a modern day horror feel. New spells, narratives, new miniatures \$30.00

When Darkness Comes > The Most Dangerous Game Expansion based on A.E.G.'s Spycracy. You are a spy, in a world of counterintelligence and deceit. With rules, quickstart rules, scenarios, 48 disks, 8 new tiles \$40.00

TLC Zombies!
The game for 2 players, features an ever changing map and an ever growing army of the undead. Players take turns placing map tiles, placing zombies, running furiously, fighting, and generally creating havoc for opposing players. A different game everytime played. With 30 map tiles, 50 card event deck, 6 plastic humans, 100 plastic zombies, 25mm scale, and life and ammunition counters \$50.00

Zombie Corpses! Lets you escape the zombie town and search for the source of the zombies in a solitary installation. With 15 new map tiles, 30 new event cards, new rules, six glow in the dark zombies \$30.00

Zombies Mail Walkers 16 new map tiles of a shopping mall, 32 new event cards, two new scenarios, new rules \$30.00

Zombies 3.5 Not Dead Yet An all event card expansion. Has 50 new event cards \$20.00

Zombies 4.0 The End Stand alone expansion 30 new map tiles, 50 card event deck, 100 plastic zombie dogs, counters. Can you stop the zombies rising? \$50.00

Bag o' Zombies 100 plastic zombies in a gray bag \$20.00

Bag o' Zombies !!! Glow in the Dark 100 plastic glowing zombies \$20.00

Collectible Trading Card Games

Color Code

- New Item Now Available and in Stock
 ■ New Item Not Yet Released

.hack//ENEMY

DC .hack//ENEMY

When reality and virtual reality collide, a whole new adventure unfolds! Based on the hit anime series, *.hack//Sign*, players portray ciphers testing their skills and battling opponents in the full-immersion virtual gaming environment called *The World* in the *.hack//ENEMY CCG!*

.hack//ENEMY Starter Deck 60 cards, playmat, rules\$20.00
 Each starter has 5 premium foil cards. There are two types, *Kite* and *Black Rose*.
.hack//ENEMY Starter Display 12 decks\$216.00
.hack//ENEMY Booster Pack 11 cards\$5.50
.hack//ENEMY Booster Display 30 packs\$148.50

DC .hack//ENEMY Distortion

Features 120 new cards including 12 new Extra Rare Foils!
.hack//ENEMY Distortion Starter Deck 60 cards, playmat, rules.....\$20.00
 Each starter has 5 premium foil cards. There are two types, *Terajima Ryoko* and *Saniuro*.
.hack//ENEMY Distortion Starter Display 12 decks.....\$216.00
.hack//ENEMY Distortion Booster Pack 11 cards\$5.50
.hack//ENEMY Distortion Booster Display 30 packs\$148.50

A Game of Thrones CCG

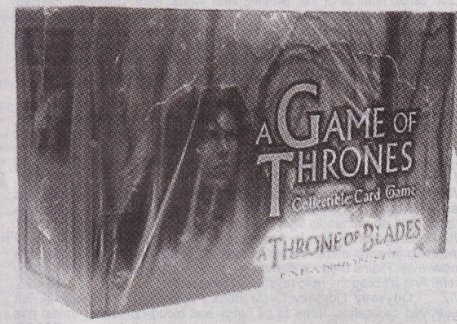
FFI A Game of Thrones CCG

George RR Martin's bestselling fantasy series, *A Song of Ice and Fire*, explores a world of intrigue, brutal betrayal, and epic battles. Across the Seven Kingdoms the Great Houses of the Westeros struggle for control of the Iron Throne. You play one of the great houses, using the characters from the books.

A Game of Thrones Premium Starter Deck 110 cards, rules.....\$40.00
 Each premium starter has three decks, one 34 card deck for each of the three houses, plus 8 new cards, updated & clarified rules.
A Game of Thrones Premium Starter Display 5 decks\$180.00
GOT A Flight of Dragons Booster Pack 11 cards\$6.50
 140 new cards and introduces House Targaryen, a new Great House with the blood of the dragon running through their veins.
GOT A Flight of Dragons Booster Display 36 packs\$210.60

A Game of Thrones Ice & Fire Starter Deck cards, rules.....\$20.00
 Adds 200 new cards and new strategies. There are five different decks, House Targaryen, House Baratheon, House Lannister, & House Stark & Greyjoy.
A Game of Thrones Ice & Fire Starter Display 10 decks.....\$180.00
A Game of Thrones Ice & Fire Booster Pack 11 cards\$6.50
A Game of Thrones Ice & Fire Booster Display 36 packs.....\$210.60

A Game of Thrones Throne of Blades Booster 11 cards\$5.50
 First expansion set for the Ice & Fire introduces 150 new cards for all five of the Great Houses. Highlights include the new Ambassador cards, new cards that trigger from winning dominance by four or more STR, and five new versions of the coveted Iron Throne.
A Game of Thrones Throne of Blades Display 36 packs\$180.00



Crimson Skies

WKS Crimson Skies Collectible Miniatures Game

Crimson Skies Boxed Rules Set A collectible miniatures game of aerial dogfights and barroom brawls in an aviation dominated alternative America in 1937. The United States shattered in the Great Depression and now 20 separate countries feud. Air pirates, security forces, nation militia go head to head in planes and skyships. This box has 64 pages of rules, quickstart rules, 2 double sided maps, 2 cards, 24 navigation cards, 48 tokens, 24 maneuver markers, 6 dice, storage envelopes. Must have this to play. The game uses Wiz Kids famous combat dial to record stats and damage\$15.00
The Broadway Bombers Squadron 2 ea of 2 planes\$27.95
The Hollywood Knights Squadron 2 ea of 2 planes\$27.95
Ace Pack 1 East meets West 2 planes and 2 50mm tall aces\$27.95
The Red Skull Legion Squadron 2 ea of 2 planes\$27.95
Aces Wild 2 planes and two 50mm tall aces\$27.95
The Fortune Hunters 2 ea of 2 planes\$27.95
Deadly Duo 2 planes and two 50mm tall aces\$27.95
Aces Pack 4 Sky Enforcers 2 planes and two 50mm tall aces\$27.95

Cyberpunk The CCG

SOG Cyberpunk — The CCG

Enter a near-future world of corporate assassins, heavy-metal heroes, and brain-burning cyberhackers! Packed with cutting-edge technology and intense urban action, the Cyberpunk CCG is a fast-paced, hard-hitting card game rooted in R. Talsorian's Cyberpunk roleplaying universe. There are six different starter decks, and card artwork is really quite good.
Cyberpunk CCG Starter Deck 85 cards, rules.....\$18.00
Cyberpunk CCG Starter Display 6 decks.....\$97.20
Cyberpunk CCG Booster Pack 10 cards.....\$5.50
Cyberpunk CCG Starter Display 40 packs.....\$198.00

Legend of the Five Rings

ALD Legend of the Five Rings: Training Grounds This learn to play set has two pre-designed decks for immediate fun. Has a specifically designed playguide to teach new players the game step by step. Also has 4 exclusive promo cards. Teach command of the Lion Army or lead the Shadowlands Horde to savage victory. Comes in a sturdy card holding box\$50.00

ALD Legend of the Five Rings: Diamond Edition

For five years the Empire of Rokugan has been at peace. The struggle between the Four Winds is at an end and a new ruler sits upon the Steel Throne. But the future is troubled as a conspiracy of powerful daimyo have formed to control the new Emperor, and deep in Crab lands an ancient enemy of the Empire has been unleashed. Featuring easy entry for new players, the Diamond Edition is the new basic set for the Legend of the Five Rings CCG.

L5R Diamond Edition Starter Decks 84 cards plus rules\$20.00
 Has ten different starter decks, for the various clans.
L5R Diamond Edition Starter Display 10 decks\$160.00
L5R Diamond Edition Booster Packs 15 cards\$5.50
L5R Diamond Edition Booster Display 36 packs\$170.00

L5R Gold Edition Booster Packs 15 cards\$6.00
L5R Gold Edition Booster Display 540 cards\$194.40

AEG An Oni s Fury

As the deep rumbling of an avalanche signals imminent ruin, the conquest of the Crab s Carpenter Wall by a disciplined Shadowlands army signals the change of an empire. The Shadowlands horde unleashes a savage attack upon the Wall from the inside! Amid this chaos, a new Dark Oracle rises beneath the mountains of the Dragon and new magic is discovered. 150 new cards.

An Oni s Fury Starter Deck 84 cards, thick rules booklet.....\$21.50
 There are three types. You can specify which you want, but if we run out, we will supply another one at random. *Dragon Clan*, *Shadowlands Horde*, *Unicorn Clan*.
An Oni s Fury Starter Display 6 decks\$116.10
An Oni s Fury Booster Pack 11 cards\$5.50
An Oni s Fury Booster Display 48 packs\$237.60

AEG Dark Allies

This new expansion has three new Starter Decks, *Lion*, who are beset on all side by three enemies, the Crane, Shadowlands and the Phoenix; *Phoenix*, Dragon mystics have defected to the Phoenix Clan; and their new lord demands they assist the war against the Dragon; *Mantis*, the Mantis continue to increase the size of their fleet, dominating all trade routes.

Dark Allies Starter Deck 84 cards, thick rules booklet.....\$21.50
Dark Allies Starter Display 6 decks\$116.10
Dark Allies Booster Pack 11 cards\$5.50
Dark Allies Booster Display 48 packs\$237.60

AEG Broken Blades

This new expansion has three new Starter Decks, *Scorpion*, who try to remain neutral, but their champion is concerned that some Scorpions are pursuing selfish ends; *Crab*, the Shadowlands have taken over 6 towers of the Wall, the Crab champion being swallowed up in one attack. Now it is rumored that he has in fact joined with the Shadowlands; *Unicorn*, Akodo Kaneka has become Shogun, and the three armies of the Unicorn enforce his will.

Broken Blades Starter Deck 84 cards, rules sheet\$22.00
Broken Blades Starter Display 6 decks\$118.80
Broken Blades Booster Pack 11 cards\$5.50
Broken Blades Booster Display 48 packs\$237.60

AEG The Fall of Otosan Uchi

The new Lord of the Shadowlands, Daigotsu, is not content for the Day of Thunder to come every thousand years, so he leads the Shadowlands hordes to assault the Imperial City, which is subsequently burned and abandoned. The result of the battle is the spirit of Fu Leng has been released, and now he leads an army of demons and besieges the Celestial Heavens.

Fall of Otosan Uchi Starter Deck 84 cards, rules sheet.....\$22.00
 Three new Starter Decks, *Dragon*, *Mantis*, *Crane*.
Fall of Otosan Uchi Starter Display 6 decks\$118.80
Fall of Otosan Uchi Booster Pack 11 cards\$5.50
Fall of Otosan Uchi Booster Display 48 packs\$237.60

AEG Heaven & Earth

Fu Leng has returned, and has laid siege to heaven itself. The gods cannot overcome him either, without the support of their mortal worshippers, who are currently fighting each other in chaos and confusion. The Four Winds fight each other when they need to stand together. Which stand as emperor?

Heaven & Earth Starter Deck 84 cards, rules sheet\$22.00
 Three new advanced Starter Decks, *Shadowlands*, *Lion*, *Phoenix*.
Heaven & Earth Starter Display 6 decks\$118.80
Heaven & Earth Booster Pack 11 cards\$5.50
Heaven & Earth Booster Display 48 packs\$237.60

AEG Winds of Change

Empress Kaede, Oracle of the Void returns to take the throne, ready to name her successor from her four children, who continue to battle each other ferociously. Meanwhile the Dark Lord laughs as he waits for Toturi s four children to come to him in the Shadowlands, to Fu Leng s dark tower.

Winds of Change Starter Deck 84 cards, rules sheet\$23.50
 Three new advanced Starter Decks, *Crab*, *Ratling*, *Mantis*.
Winds of Change Starter Display 6 decks\$126.90
Winds of Change Booster Pack 11 cards\$5.50
Winds of Change Booster Display 48 packs\$237.60

AEG Reign of Blood

Ichiban has arisen and thrown down Fu Leng. Now he uses Dark Magic to cause corrupting blood to rain down upon the lands of the Empire. Anyone touched by the blood must overcome their inner demons, or be corrupted.

Reign of Blood Starter Deck 84 cards, rules sheet\$20.00
 Three new Starter Decks, *Unicorn*, *Phoenix*, *Dragon*.
Reign of Blood Starter Display 6 decks\$108.00
Reign of Blood Booster Pack 11 cards\$5.00
Reign of Blood Booster Display 48 packs\$216.00

AEG Legend of the Five Rings Official Encyclopedia

The complete Gold Edition card guide, with 1,500 cards in full color, being all he cards from Gold, A Perfect Cut, An Oni s Fury, Dark Allies, Broken Blades, 1,000 Years of Darkness, Fall of Otosan Uchi.\$66.00

AEG L5R Clan Mugs Huge 24cm high thermos style mug emblazoned with an L5R Clan logo. Yoda mug and a specific mug. Contains a Clan deck and six assorted booster packs. Limited stocks.\$55.00 per mug

Lord of the Rings

DEC Lord of the Rings CCG: Premiere

By Decipher, created under license for New Line Cinema s movie trilogy. Has illustrations capturing the film and photo-realistic images generated inhouse by Decipher s own Silicon Graphics system made popular by the innovative Jedi Knights. Starter Decks and Booster Packs contain both Fellowship and Shadow elements which have an independent, yet interconnected relationship, as both components impact the game as you travel down an Adventure Path towards the ultimate goal of destroying the One Ring. For 2 or more players, 35 different cards, with a special diffusion foil card inserted randomly in every 6 booster packs.

Lord of the Rings DELUXE Starter Deck\$45.00
 Has 74 cards, glass counters, collectors card list, small collector box.
Lord of the Rings Starter Deck 63 cards, rules\$18.00
 Has two starter decks. If we don t have the one you request in our open display, we ll supply the other: *Aragorn*, which contains Aragorn and features the Uruk-hai minions; *Gandalf*, which contains Gandalf and features the Moria orcs, 63 cards and rules.
Lord of the Rings Starter Display 12 decks\$194.40
Lord of the Rings Booster Pack 11 cards\$5.50
Lord of the Rings Booster Display 36 packs\$178.20

Lord of the Rings Mines of Moria Starter Deck 63 cards, rules.....\$18.00
 Has two starter decks. If we don t have the one you request in our open display, we ll supply the other: *Gimli*, which contains Gimli and features the evil minions of Sauron; *Gandalf*, which contains Gandalf and features the terrible goblins who ve taken control of Moria. 122 new cards.

Lord of the Rings Mines of Moria Starter Display 12 decks.....\$194.40
Lord of the Rings Mines of Moria Booster Pack 11 cards.....\$5.50
Lord of the Rings Mines of Moria Booster Display 36 packs.....\$178.20

LotR Realms of the Elf Lords Starter Deck 63 cards, rules.....\$18.00
 120 new cards including Saruman Isengard, Isengard Orcs, and Elf-Havens. Also new versions of Aragorn, Borimir, Arwen, Legolas, Galadriel and Elrond. There will be foil cards. Two new decks are *Legolas*, which contains the Elf prince the horse of Isengard Orcs; and *Borimir*, which contains this valiant man and Sauron s orcs from Mordor.

LotR Realms of the Elf Lords Starter Display 12 decks.....\$194.40
LotR Realms of the Elf Lords Booster Pack 11 cards.....\$6.00
LotR Realms of the Elf Lords Booster Display 36 packs.....\$194.40
LotR Fellowship Draft Pack 29 cards.....\$9.00
 Has 1 rare card, 2 copies of a premium card, Aragorn or Gandalf, and 26 cards carefully balanced to provide a semi-random deck foundation for 1 player.
LotR Fellowship Draft Pack Display Has 12 packs\$108.00

LotR The Two Towers Starter Deck 63 cards, rules\$18.00
 Has 365 cards from the new movie, with more than 120 rare cards, and foil cards. There are two new Starter Decks, *Theoden*, which contains the King plus the Three Hunters, and a horde of the Uruk Hai; and *Aragorn*, which contains the ranger and the Dunlending Wainamo.
LotR The Two Towers Starter Display 12 decks\$194.40
LotR The Two Towers Booster Pack 11 cards.....\$5.50
LotR The Two Towers Booster Display 36 packs\$178.20

LotR Battle of Helm s Deep Starter Deck 60 cards, rules.....\$20.00
 A 128 card expansion with new strategies, challenges, options and characters. Look for Gollum, Sauron s sentries, Warg riders, uruk-hai berserkers, knights of Gondor. The Return of the King Booster Pack contains a duo.
LotR Battle of Helm s Deep Starter Display 12 decks.....\$210.00
LotR Battle of Helm s Deep Booster Pack 11 cards.....\$6.00
LotR Battle of Helm s Deep Booster Display 36 packs.....\$190.00

LotR Ents of Fangorn Starter Deck 60 cards, rules.....\$18.00
 A 128 card expansion with a new Treebeard, Gate Troops for Mordor, Isengard Orcs and Uruk-hai, also a host of other new cards. There are two Starter Decks, *Faramir*, and *Witch-King*.
LotR Ents of Fangorn Starter Display 12 decks.....\$194.40
LotR Ents of Fangorn Booster Pack 11 cards.....\$5.50
LotR Ents of Fangorn Booster Display 36 packs.....\$178.20

LotR The Two Towers Anthology Large storage box, 18 exclusive premium cards in lavish Tongwar text, a 63 card starter deck, 6 assorted booster packs, a 29 card draft pack\$70.00

LotR The Return of the King Starter Deck 63 cards, rules.....\$18.00
 Has 365 cards from the new movie, with more than 120 rare cards. There are two new Starter Decks, *Aragorn*, which contains Aragorn and deadly Riders from the East; and *Eomer*, which contains the horselord plus orcs of Sauron.
LotR The Return of the King Starter Display 12 decks.....\$194.40
LotR The Return of the King Booster Pack 11 cards.....\$5.50
LotR The Return of the King Booster Display 36 packs.....\$178.20

LotR Siege of Gondor Starter Deck 63 cards, rules.....\$18.00
 Has 122 cards, 1 foil card per 6 packs approx. Features Shelob, Corsairs, more trolls, new versions of Smeagol and Sting, the Army of the Dead. Two new starter decks are: *Merry*, with the Riders of Rohan and orc hordes of Mordor; and *Pippin*, with the Riders of Rohan and the Southron army.
LotR Siege of Gondor Starter Display 12 decks.....\$194.40
LotR Siege of Gondor Booster Pack 11 cards.....\$5.50
LotR Siege of Gondor Booster Display 36 packs.....\$178.20

Lord of the Rings CMG

Lord of the Rings Collectible Miniatures Game

Similar idea to Mageknight, but instead of combat dials, the hexagon bases have sliding scales to record damage. All figures are pre-painted and are around 45mm tall.

LotR Collectible Miniatures Game Starter\$36.00
 This two player starter has 8 miniatures including Aragorn, Frodo, Lurtz, Nazgul, 60cm x 68cm double sided hexagon map, rulesbook, dice.
LotR Collectible Miniatures Game Booster 4 figures, 1 dice.....\$18.00

LotR CMG Map Set 1 Has 2 large doubled sided combat hex maps. Includes a river scene, village scene, and two castle scenes\$15.00

Magic: the Gathering

WIZ Magic: 8th Edition

Showcasing 3decks, boasting some of the greatest Magic cards of all time, the Magic: the Gathering 8th Edition Core Set features a new Magic card face, complete with white border regular cards and black border premiums. Additionally, the Core Game provides players with an opportunity to sample Magic on both physical and online platforms.

Magic 8th Ed 2 Player Core Game with CD-ROM\$22.50

Two beginner-level 33-card starter decks, one 14-card advanced booster, two comic book play guides, a complete rulesbook, a Magic Online manual, a CD-Rom with interactive tutorials and the Magic Online client, two playmats, and a premium Magic card. *IBM PII 133 64mbRAM*.

Magic 8th Ed 2 Player Core Game Display 6 packs\$121.50

Magic 8th Ed Theme Deck 40 card deck, ready to play, no rules.....\$13.50
 There are five types of Theme Decks. If the one you order is not available in our open display, another will be supplied at random. They are: *Life Boost*, lay down cards to increase your life total; *Expulsion*, has lots of ways to make opponents discard cards; and to punish them for doing it. *Heavy Hitters*, cut down opponents with a heap of big, fat creatures; *Speed Scorch*, burn away enemy creatures and swarm opponents with small, speedy goblins; *Sky Slam*, ground creatures are unable to block your soaring agents.

Magic 8th Ed Theme Deck Display 15 decks\$182.25

Magic 8th Ed Booster Pack 15 cards\$5.50

Magic 8th Ed Booster Pack Display 540 cards\$150.00

Magic 8th Ed Deck Box A deck box with 80 black card sleeves\$38.00

Magic 8th Ed Deck Box Display 8 deck boxes.....\$129.60

Fallen Empires Pack 8 cards\$5.50

In the southern oceans of Dominia Prime lay a continent of great kingdoms. Hideous new species arose in the forests and seas, forcing the Sardapians to fight for their very survival.

Magic: Chronicles Booster Pack 12 cards\$13.00

This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix.
Homelands Booster Pack 8 cards\$4.50
 Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery.

Magic: Visions Booster Pack 15 cards\$18.50

Over 160 new cards that can be played with Magic: Ice Age or Mirage. Contains more cards featuring flanking and phasing rules.

WIZ Magic: Ice Age

Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. It has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominia struggle for survival.

Ice Age Starter Deck 60 cards + rules\$39.00

Ice Age Booster Pack 15 cards\$15.50

Alliances Booster Pack 15 cards\$18.00

WIZ Magic: Stronghold

Gerrard of the Weatherlight leads the rescue team into the heart of Rath-Evincar Volrath s citadel. There, they hope to find and free Sisay, but Volrath s lair is a maze of risks and confrontations. High in Volrath s Dream

Stronghold Booster Pack 15 cards\$12.00

Weatherlight Booster Pack 15 cards\$7.00

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WIZ Magic: Urza's Legacy

In this follow-up to the Urza's Saga set, the obsessed planewalker continues his quest across Dominaria for artifacts capable of holding off the Phyrexian invasion. The Yawmaya forest reluctantly provides the seed to grow a flying ship which, along with the artifacts, are to become Urza's Legacy.

Urza's Legacy Preconstructed Starter Decks 60 cards, rules \$28.60

There are four types. You may choose which deck you want, but if we run out of that one, we will supply another at random. They are:

Radiant's Revenge The new ruler of Serra's realm, an archangel hellbent on revenge. Explodes with card-drawing and control cards.

Crusher Hurling worms, treefolk and other large obstacles try to stop Urza from completing *Weatherlight*. Hurts your opponents.

Phyrexian Assault An unending barrage of creatures and creature removal cards that can break down the most formidable defense.

Time Drain Urza's allies. Use legions of free creatures to crush your opponents before they have a chance to prepare for battle.

Urza's Legacy Preconstructed Deck Display (12 decks) \$300.00

Urza's Legacy Booster Pack 15 cards \$26.00

WIZ Magic: Urza's Destiny

As the Phyrexian invasion draws near, Urza constructs the Legacy, but he needs a sentient, organic component to guide the weapon. And against the protests of his inner circle, he delves into areas best left unexplored, even by planewalkers.

Urza's Destiny Booster Pack 15 cards \$18.00

WIZ Magic: Mercadian Masques

The crew of the *Weatherlight* returns as Gerrard and company find themselves in an intense battle with strange creatures and customs. Replaces the *Tempest* card set in Standard tournament play. Has 350 black-bordered cards and the first ever premium cards. Also introduces new game mechanics and creature types.

Mercadian Masques Theme Deck 60 cards + rules \$22.00

There are 4 preconstructed Theme Decks in this display: *Disruptor*, lay down some good old-fashioned gruesome carnage with land and hand destruction gales; *Rebel's Call*, recruit creatures straight from your library and overrun opponents; *Command* rebel creatures that can recruit their comrades; *Deepwood Menace*, torch the battlefield, then bring on the leaping hordes of destruction; *Tidal Mastery* establish a line of creature defense, counter assaults, then pound away like the ceaseless sea.

Mercadian Masques Theme Deck Display (720 cards) \$230.00

Mercadian Masques Booster Pack 15 cards \$9.00

Mercadian Masques Tournament Pack 75 cards \$20.00

Mercadian Masques Tournament Display (900 cards) \$230.00

WIZ Magic: Nemesis

Introduces three new card mechanics and focuses on Crovax, the newest villain in the storyline. 143 new cards.

Nemesis Theme Deck 60 cards + rules \$20.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Replicator — opponents will have trouble dealing with your duplicating creatures. **Breakdown** — gargantuan creatures can be played early, but with a slight catch: they decay quickly. **So act fast. Mercenaries** — use the recruiting ability of an infantry of vile fiends to spawn other monstrosities until victory is secured. **Eruption** — anything that the death-dealing creatures in this deck don't destroy is fodder for the lacoloth and other brutes here.

Nemesis Theme Deck Display (720 cards) \$230.00

Nemesis Booster Pack (15 cards) \$6.95

WIZ Magic: Prophecy

A new type of spellcasting has been developed, rhythic magic. This is easier to wield but also easier to disrupt, and artifacts and creatures brought into power by rhythic magic are more fragile. Into this discovery comes the warriors of Keld, lead by the brutal overseer, Latulla, bent on conquering all of Jamuraa. 143 new cards.

Prophecy Theme Deck 60 cards + rules \$24.75

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Slither — creep up unseen with this deck. The moment you tap out of mana, some of your most insidious monsters jump into action; **Distress** — employs cards with fading that work quickly, so be sure to strike early and often; **Turnaround** — your opponents will think they have you cornered when you suddenly your turnaround deck kicks in; **Pummel** — the bigger they come, the harder they fall on your opponents; this deck has some big brutes!

Prophecy Theme Deck Display (720 cards) \$267.00

Prophecy Booster Pack (15 cards) \$7.00

WIZ Magic: Invasion

The Phyrexians are invading Dominaria. The strong will fall. The swift will perish. The rich will burn. Because there is only one way to fight the Phyrexians — together. This *Invasion* expansion for the Magic: The Gathering trading card game realizes the potential of multicolor power. Start thinking about gold cards, Legends, and Dragons.

Invasion Theme Deck 60 cards + rules \$25.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Blowout — overwhelm your opponent with explosive offense. This red-black deck brings the heat with raw aggression and hand disruption; **Heavy Duty** — another all comers with green-white fast-attack deck. White provides support to the monster green massive attack; **Spectrum** — command the whole color spectrum with this five-color deck. Green leads the fray, but opponents will have no idea what to expect; **Dismissal** — bounce and discard your way to dominance with this blue-black deck. Seize control of the playing field and fly on to victory.

Invasion Theme Deck Display (720 cards) \$270.00

Invasion Tournament Pack 75 random cards & rules insert \$31.00

Invasion Tournament Pack Display (900 cards) \$350.00

Invasion Booster Pack (15 cards) \$7.00

WIZ Magic: Planeshift

Urza assaults the Phyrexians as the planar overlay of Rath onto Dominaria begins. The *Planeshift* expansion includes randomly inserted foil-finished premium cards in a limited, 143 all-new, black-bordered card set featuring 44 rares, 44 uncommons and 55 commons.

Planeshift Theme Deck 60 cards + rules \$18.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Domain, lets you bring out all five basic land types quickly, making your spells nastier; **Scout**, six Battlemages are your secret (and reusable) weapons; **Barrage**, Red removal spells clear the way for your rapid-fire creatures to attack; **Comeback**, your monsters quickly re-enter the game to inflict more of the same pain again, and again.

Planeshift Theme Deck Display (720 cards) \$190.00

Planeshift Booster Pack (15 cards) \$7.50

Planeshift Booster Display (540 cards) \$250

WIZ Magic: Apocalypse

Enemy coils band together like never before. *Volvers* evolve into huge monstrosities if you pay one or both of their enemy-color kicker costs while *Sanctuaries* give you a benefit each upkeep if you provided a permanent as one or both enemy colors. Even creatures show signs of the *Apocalypse* as new magical abilities threaten to unleash multi-colored mayhem. Be Wise; Learn to handle their fury. Includes randomly inserted foil-finished premium cards in a limited, 143 all-new, black-bordered card set featuring 44 rares, 44 uncommons and 55 commons.

Apocalypse Theme Deck 60 cards + rules \$25.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Burial, zombies run rampant thru this deck and enhancements and kill spells for your opponent's creatures contribute to a quick funeral. **Pandemonium**, this five color deck lets you attack from every side, letting you dominate; **Swoop**, dive bomb your enemy into oblivion with an army of flying creatures; **Whirlpool**, burn cards and counterspells control the board, and your creatures make sure the other players never resurface.

Apocalypse Booster Pack (15 cards) \$7.00

WIZ Magic: Odyssey

Takes place 100 years after the *Apocalypse* set, on the Dominarian continent of Otaria, a brutal environment where deadly pit fighting is the order of the day. 350 new cards with all new art. This is the start of a new trilogy, has two new mechanics that harness the power of the graveyard.

Odyssey Theme Deck 60 cards, 1 premium card, rules \$16.50

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Trounce-O-Matic, your weenies morph into meenies with the help of deck filtering cards that fill up your graveyard. **Pressure Cooker**, enemy creatures getting you down? Roast them up with this deck; **One-Two Punch**, flashback red and green cards make opponents feel twice the pain; **Liftoff**, top-drawers, flyers, and expert ground crew to support them, and card drawing spells to keep things running smoothly.

Odyssey Theme Deck Display (720 cards) \$178.20

Odyssey Tournament Pack 75 cards \$16.50

Odyssey Tournament Pack Display 12 tournament packs \$178.20

Odyssey Booster Pack (15 cards) \$5.50

Odyssey Booster Display (540 cards) \$178.20

WIZ Magic: Torment

Continuing the story that began in *Odyssey*, *Torment* introduces new madness and nightmare mechanics, adding a deadly twist to the brutal pit-fighting environment! Can you survive the black set?

Torment Theme Deck 60 cards, strategy insert \$35.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Insanity — an aggressive creature heavy deck that goes nuts; **Waking Nightmares** — use your nightmare creatures to choke off your opponents' resources; **Sacrilege** — offers protection from evil's taint. Rise above corruption with some righteous beatdown; **Grave Danger** — turn your graveyard into a resource, making your opponents pay dearly for creatures in your graveyard.

Torment Theme Deck Display (720 cards) \$400.00

Torment Booster Pack (15 cards) \$9.00

Torment Booster Display (540 cards) \$291.00

WIZ Magic: Judgment

The Mirari has changed hands and Kamahl, who has been instructed to talk to the Nantuko and learn the ways of the druids, now wields the vastly powerful artifact. Unleashes the powerful forces of white and green as they ascend to count their black dominance of the *Torment* expansion. And with the wish mechanic and the new Incarnations, a cycle of creatures that can be used to give your other creatures powerful abilities, players can make use of far more cards than ever before.

Judgment Booster Pack (15 cards) \$7.50

Judgment Booster Display (540 cards) \$250.00

WIZ Magic: Onslaught

The battle for the Mirari artifact has ended, but the Cabal still holds the continent in its grip. A new enemy emerges, Ixidor the master illusionist. 350 new cards, lots of new concepts, including morph cards, which you play upside down so your opponents nasty shocks when you use them.

Onslaught Theme Deck 60 cards, strategy insert \$24.20

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Devastation — elves lay the foundation for a lumbering horde of massive beasts; **Bait and Switch** — your doovoom Mistform creatures change creature type during the battle; **Ivory Dawn** — divine clerics preserve your life while their fellow cohorts drain your opponents dry; **Celestial Assault** — if your ground troops can't win, send in your air support to overwhelm the enemy.

Onslaught Theme Deck Display (720 cards) \$242.00

Onslaught Tournament Pack (75 cards & Onslaught rules) \$16.50

Onslaught Tournament Display (900 cards) \$178.20

Onslaught Booster Pack (15 cards) \$5.00

Onslaught Booster Display (540 cards) \$160.00

WIZ Magic: Legions

Features 143 new cards. New keyword mechanics, plus the continuation of Tribal cards, the Morph mechanic, and a horde of unsavory creatures, both wretchedly old and dastardly new.

Legions Theme Deck 60 cards, strategy insert, no rules \$22.00

There are 4 preconstructed Theme Decks in this display. If we don't have the one you want in our opened display, another will be provided at random:

Silver Shivers, each Silver splices its own abilities onto all other silvers in play; **Elvish Rage**, blitz with quick elves, then swarm with more elves, then superize your elves and overwhelm; **Zombies Unleashed**, Zombies with amply morph, and other nasty surprises will drag opponents creatures into the abyss; **Morph Mayhem**, Packed with morph creatures that can regenerate, counter spells, or even swap creatures, your opponent will not know what to expect.

Legions Theme Deck Display (720 cards) \$231.00

Legions Booster Pack (15 cards) \$5.00

Legions Booster Display (540 cards) \$160.00

WIZ Magic: Scourge

The *Scourge* set brings 143 new cards featuring such new mechanics as Storm (more power for the more spells you play on a turn) and Landcycling. Add the Warchiefs, a few creatures that Morph for free, and you've got yourself some deckbuilding to do. Oh, and did we mention the card you use to deal the blow?

Scourge Theme Deck 60 cards, strategy insert, no rules \$18.00

There are 4 preconstructed theme decks: **Pulverize**, play high mana-cost creatures with other spells; **Max Attax**, a deck of power-players; **Goblin Mob**, a horde of over twenty low cost creatures; **Storm Surge**, starts small and builds to a point where you unleash furious storm cards.

Scourge Theme Deck Display (720 cards) \$178.20

Scourge Booster Pack (15 cards) \$5.50

Scourge Booster Display (540 cards) \$160.00

Scourge Fat Pack Contains the *Scourge* novel, *Scourge* Players Guide, 6 booster packs, 2 premium cards, *Scourge* Spindown life counter. \$55.00

Scourge Deck Box 80 black backed card sleeves in a deck box. \$18.00

WIZ Magic: Mirrodin

Forests of metal claw the sky. Razor-sharp metallic grasses stretch across the plains. Vast oceans of quicksilver conceal predators awaiting the unwary, featuring new creature types (Human, Mir, Slith, and Vedalken), classes, mechanics, and a new card facet 306 new cards in the set.

Mirrodin Theme Deck 61 cards, strategy insert, no rules \$18.00

Mirrodin Theme Deck Display (720 cards) \$178.20

There are four Theme decks: **Wicked Big**, this deck is big, and wicked, with creatures, lots and lots of them; **Bait & Bludgeon**, heavy with the new affinity cards, which cost less for each artifact you control; **Little Basher**, a mass of small creatures that mess up opponents when armed with equipment; **Swarm**, a host of small creatures to your graveyard and pump up creatures.

Mirrodin Tournament Deck 75 cards \$18.00

Mirrodin Tournament Deck Display (900 cards) \$178.20

Mirrodin Booster Pack (15 cards) \$5.50

Mirrodin Booster Display (540 cards) \$150.00

Mirrodin Fat Pack Mirrodin novel, Mirrodin Players Guide, 1 Tournament Pack, 2 booster packs, 2 premium cards, Mirrodin Spindown life counter. \$50.00

Mirrodin Deck Box 80 black backed card sleeves in a deck box. \$18.00

WIZ Magic: Darksteel

Set 2 of 3 in the Mirrodin block. Artifacts forged from the mysterious darksteel metal are indestructible and modular creatures make your opponent pay dearly if they are destroyed.

Darksteel Theme Deck 61 cards, strategy insert, no rules \$16.50

Darksteel Theme Deck Display (720 cards) \$178.20

There are four Theme decks: **Master Blaster**, wear down opponents and play indestructible cards; **Swarm & Slam**, use a devastating echoing creature, which gives all same named creatures a boost; **Mind Swarm**, a vicious cycle of creature spells and combat; **Reference Deck**, destroyed modular creatures pump up other artifact creatures.

Darksteel Booster Pack (15 cards) \$5.50

Darksteel Booster Display (540 cards) \$149.00

Darksteel Fat Pack Darksteel novel, Darksteel Players Guide, 6 booster packs, 2 premium cards, Darksteel Spindown life counter. \$45.00



WIZ Magic: Fifth Dawn

Conclusion to the Mirrodin block. Formidable new mechanics, unique artifacts, new themes — Beacons, Bringers and Cogs; a 165 card set.

Fifth Dawn Theme Deck 61 cards, strategy insert, no rules \$16.50

Fifth Dawn Theme Deck Display (720 cards) \$178.20

Fifth Dawn Booster Pack (15 cards) \$5.50

Fifth Dawn Booster Display (540 cards) \$149.00

Fifth Dawn Fat Pack Contains six boosters, Spindown Life Counter, players guide, one premium land card, a random premium card \$45.00

WIZ Magic: The Gathering DECKMASTERS

Garfield vs Finkel. This boxed set showcases the ultimate battle of wits: Richard Garfield, the legendary creator of the Magic game, versus Jon Finkel, a Magic World Champion and legend in the making. Has two white bordered 62 card decks, 4 black bordered premium cards, all cards are from Ice Age and Alliances. Comes in a metal card-carrying case. Also a strategy guide. \$75.00

WIZ 2003 World Championship Decks

Limited Edition. Contains 12 preconstructed decks, of four types, of four 2002 Magic World Championship finalists. You may specify which deck you want to order, but if we run out of that one, we will supply another at random. The decks have no rules, & are:

Daniel Zink — **World Champion** 4 per display. A white, blue, green Wake deck that produces more mana, cards, counters, spells and soldiers than opponents can possibly handle. \$16.50

Dave Humphreys — **Semifinalist** 2 per display. A blue green deck that combines the many madness cards from *Torment*. \$16.50

Peer Kroger — **World Champion** 3 per display. A red black deck that excels at putting scary monsters into the graveyard & reanimating them. \$16.50

Wolfgang Eder — **World Champion** 3 per display. A black red Goblin Bidding deck that can bring every Goblin in the graveyard back into play. \$16.50

2003 World Championship Deck Display 12 Decks \$178.20

WIZ Magic 2000 Starter with CD This is the 2000 Magic 2 player starter, with 2 starter decks, 2 15 card booster packs, a collectible premium card, two step by step play guides, rulesbook, two playmats with scorekeeping disks, and a CD-ROM with mini-games to help you learn. \$22.00

The Complete Encyclopedia of Magic: The Gathering Pictures of over 7,200 cards, from all of the following sets: Alpha, Beta, Unlimited, Revised, Fourth, Fifth, Seventh Editions, Classic, Chronicles, Ice Age, Alliances, Arabian Nights, Antiquities, Legends, the Dark, Fallen Empires, Homelands, Mirage, Visions, Weatherlight, Portal, Tempest, Stronghold, Exodus, Portal Second Age, Urza's Saga, Legacy, & Destiny, Portal Three Kingdoms, Unglued, Merc Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse \$77.00

Magic Novels

WIZ Planeshift Invasion Cycle Book II In the midst of all-out war, the ground shifts and moves. Millions upon millions of invaders appear out of nowhere as the artificial plane of Rath overlays Dominaria, covering the natural landscape with the unnatural horrors of Phyrexia. \$13.95

WIZ Johan Magic Legends Cycle Book I The battle for Bryce has begun. The city is watched by friendly eyes. A prophecy, desperate wizard, and an unfriendly tiger man are caught up in its destiny. \$13.95

WIZ Dragons of Magic Anthology What beasts rule our dreams? Ancient primavels enslaved our ancestors, and modern dragon engines enslave us. Plains dragons defend humans, and undead dragons destroy them. And all dragons hold mysteries deep within. \$14.95

WIZ Odyssey Odyssey Cycle Book I A blasted world with all but destroyed civilization, turns to pit fights and blood contents. Amidst this struggle arises an artifact of compelling power that all desire. \$14.95

WIZ Torment Odyssey Cycle Book II Deep in the mind of a pit fighter, horrors and unimaginable nightmares come pouring into the real world, everytime he enters into a trance. \$15.95

WIZ Judgment Odyssey Cycle Book III Everyone on Otaria wants one artifact which can give them unlimited power. \$14.95

WIZ Hazezon Magic Legends Cycle Book III Now the outcome of one desert war could change the history of Dominaria forever. \$14.95

WIZ Assassin's Blade Magic Legends Cycle Two Book I The Emperor's assassin can only be stopped by one man. \$15.50

WIZ Champion's Trial Magic Legends Cycle Two Book II Tetsuo must regain his honor by destroying the emperor. \$14.00

WIZ Legions Magic Onslaught Cycle Book II Kamahl's sins brought the world to its current suffering. Now he must fix it. \$15.40

WIZ Emperor's Fist Magic Legends Cycle Book II The godlike Madaran emperor has other ways of crushing rebellion. \$15.40

WIZ Scourge Magic Onslaught Cycle Book III A new force arises, Karona — she is the destroyer, she is the answer. \$15.40

WIZ The Monsters of Magic Anthology Dragons, hurguys, delraichs and other fearsome creatures stalk these pages. \$15.40

WIZ The Moons of Mirrodin Mirrodin Cycle 1. An orphaned elf is being hunted on the metallic world of Mirrodin. \$15.40

WIZ Darksteel Mirrodin Cycle 2. An elf, goblin and iron golem flee from a foe who anticipates their every move. \$14.00

Mage Knight CMG

Mage Knight 2.0 Starter 10 figures, rules, etc. \$30.00

This new edition of Mage Knight features a new combat dial with a new attack bonus, new ability nexus, new constant ranged damage and new relics and items slots. Has 9 painted miniatures, 2 domain & relic cards, 6 tokens, rulesbook, special abilities card, tape, 2 dice, world guidebook, etc.

Mage Knight 2.0 Booster Pack 4 miniatures + 1 relic or terrain piece \$10.00

Mage Knight Dungeons Artifacts Set 1 Has 12 painted miniatures, of tables, chairs, clock trap, columns, throne, rune stone. \$28.00

Mage Knight Dungeons Artifacts Set 2 Has 7 painted miniatures, of a fountain, idol, small pool, healing goddess, pool, statue, altar. \$28.00

Mage Knight Dungeons Builders Kit Has four 7.5 x 7.5 double sided dungeon tiles, 2 x 7.5 x 5 double sided tiles, 6 terrain markers, 10 markers & tokens, 4 plastic doors. \$29.95

28 - Trading Card Games

Simpsons

In the Simpsons TCG, players attempt to strategically place dozens of fan-favorite Simpsons characters into some of Springfield's most famous (and infamous) locations by bumbling, tricking, outsmarting, or scheming their way to victory! Collect cards from the booster packs to compile a Simpsons-approved Krusty deck! Woo-hoo! 150-card series. By Wizards of the Coast

Simpsons Theme Deck 40 cards and rulebook	\$15.00
Has 2 each of 4 types: Bart, Lisa, Homer, Mr. Burns	
Simpsons Theme Display 8 decks	\$108.00
Simpsons Booster Pack 11 cards	\$5.50
Simpsons Booster Pack 36 packs	\$178.20

Star Trek Second Edition

DEC Star Trek Second Edition
The new Second Edition core set for the Star Trek CCG! New cards and streamlined gameplay make a perfect entry point for both new players and former players eager to return. In addition, many Second Edition cards are compatible with First Edition gameplay truly the best of both worlds! Includes cards from Star Trek Nemesis movie.

Star Trek Second Edition Starter Deck 63 cards & rules	\$20.00
Star Trek Second Edition Booster Pack 11 cards	\$6.00
Star Trek Second Edition Booster Display 30 packs	\$162.00
Star Trek Second Edition Combo Box 63 cards & rules	\$273.60

This combo box contains 24 booster packs and eight starter decks featuring four different factions: Romulan, Klingon, The Next Generation, and Deep Space Nine.

Star Trek 2nd Ed Call to Arms Starter Deck 63 cards & rules	\$18.00
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There are two new decks, *Borg*, which includes the Borg Queen along with the vast hives of drones, and *Domination*, with legions of Jem Hadar & Vorta.

Star Trek 2nd Ed Call to Arms Booster Pack 11 cards	\$5.50
Star Trek 2nd Ed Call to Arms Booster Display 30 packs	\$150.00

Star Wars Attack of the Clones

WotC Star Wars Attack of the Clones
Wizards of the Coast has now taken over the Star Wars CCG. An exciting, new game with new mechanics featuring sleek rules and dice rolling to keep the action high. Introduces vehicle, ship, weapon and character cards.

SW Attack of the Clones Starter Deck 40 cards & rules	\$8.00
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There are 2 decks, *Light Side*, where you try to maintain the integrity of the Galactic Republic; *Dark Side*, with enough weapons and troops to crush even the most formidable opponent. But can you overcome Jedi strategy?

SW Attack of the Clones Starter Display 12 decks	\$70.00
SW Attack of the Clones Booster Pack 11 cards	\$3.00
SW Attack of the Clones Booster Display 36 packs	\$90.00

SW Attack of the Clones 2 Player Starter Deck Rules, 60 cards..... **\$13.50**
Contains 60 cards featuring Light and Dark Side elements, a playmat, 6 x D6 Dice, rules, counter sheet. All 2 Player Starters have the same cards.

SW Attack of the Clones 2 Player Starter Display 6 decks	\$72.90
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Star Wars Attack of the Clones: Sith Rising
A new booster expansion for Star Wars Attack of the Clones CCG. Aid the Sith in their rise to power or oppose them in the climactic battle from the movie. Choose your alliances from such as Mace Windu or Dark Maul.

Star Wars Sith Rising Booster Pack 11 cards	\$3.00
Star Wars Sith Rising Booster Display 36 packs	\$90.00

Star Wars: A New Hope
Presents such famous characters as Luke, Leia, Obi-Wan, and Darth Vader. The Theme Decks have Dark Side Decks and Light Side Decks.

Star Wars A New Hope Theme Deck 40 cards and rulebook	\$16.50
Star Wars A New Hope Theme Deck Display 12 decks	\$178.20
Star Wars A New Hope Booster Pack 11 cards	\$5.75
Star Wars A New Hope Booster Display 36 packs	\$186.30

Star Wars Battle of Yavin
This new 105 card set introduces the ability to retaliate immediately after an attack, putting the fate of Yavin 4 into your hands.

Star Wars Battle of Yavin Booster Pack 11 cards	\$6.00
Star Wars Battle of Yavin Booster Display 36 packs	\$194.40

Star Wars Jedi Guardians
The 105-card Jedi Guardians expansion to the Star Wars TCG introduces all twelve members of the Jedi Council, a slew of the deadliest servants of the Dark Side, new piloting abilities, two all-new game mechanics that will help players to assemble the Jedi Council or dismantle it!

Star Wars Jedi Guardians Booster Pack 11 cards	\$5.75
Star Wars Jedi Guardians Booster Display 36 packs	\$186.30

Star Wars CCG: Empire Strikes Back
A new 210 card set, introduces units with armor, also designed for beginners, teaching how to play and build decks. Has a full color playmat, 2 x 30 card Light Side and Dark Side decks, 6 dice.

Empire Strikes Back 2 Player Starter	\$16.50
Empire Strikes Back 2 Player Starter Display 6 decks	\$90.00
Empire Strikes Back Booster Pack 11 cards	\$5.75
Empire Strikes Back Booster Display 36 packs	\$186.30

Star Wars CCG: Rogues and Scoundrels Booster Expansion
This 105 card set introduces fearless and inventive characters with the ability to collect a bounty after taking down a target. Hire them to fight on your side.

Rogues and Scoundrels Booster Pack 11 cards	\$5.75
Rogues and Scoundrels Booster Display 36 packs	\$186.30

Tank Vixens

Pure Tank Vixens Card Game
An adults only, 18+ furry girlie card game with graphic adult content. Each game has 106 fixed full color cards (future expansions will increase the mix). Players control teams of these anime style furry girls and try to out pose the other side. Props, costumes, and idiotic events all assist. Shatter the other side's ego and send them home to mama.

Pure Tank Vixens Card Game	\$30.00
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Vampire

Ancient Hearts Booster Pack (12 cards)	\$11.00
Ancient Hearts Booster Disp (45 packs)	\$445.50

Reveals the tragic legacies of the Mediterranean Kindred. The Camarilla, the assassins of Clan Assamite, the Followers of Set.

Sabbat War Booster Pack (11 cards)	\$5.25
Sabbat War Booster Disp (396 cards)	\$170.10

WW Vampire TES: Camarilla
Six clans unite to form the most powerful society of vampires in the world, the Camarilla. This is the third edition of the game. A wealth of new cards added to this edition provides all players with the cards they need to compete in the eternal struggle using one of the Camarilla clans. Players are ruthless predators using politics, seduction and violence to secure their place among the Kindred.

Camarilla Preconstructed Starter Deck 89 cards, rules	\$20.00
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There are six preconstructed decks. You can state which one you prefer, but if we don't have the one you want in our open display, another will be supplied at random: Brujah, Malkavian, Nosferatu, Toreador, Tremere, and Ventrue.

Camarilla Starter Display (534 cards, ie, 6 decks)	\$108.00
Camarilla Booster Pack (11 cards)	\$5.50
Camarilla Booster Disp (396 cards)	\$178.20

WW Vampire TES: Final Nights
Ancient vampires awaken. Will they be their clans' salvation or their destruction? Four vampires clans stand defiantly apart from the Camarilla and Sabbat — the Giovanni, the Assamites, the Ravnos, and the Setites.

Final Nights Preconstructed Starter Deck 89 cards, rules	\$17.95
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There are four preconstructed decks. You can state which one you prefer, but if we don't have the one you want in our open display, another will be supplied at random: Ravnos, the remnants of the Ravnos, vagabonds and thieves who were nearly destroyed when their sire arose; Assamite, devout assassins whose ancestors have awoken to free the clan from its curse; Giovanni, necromancers who profit from all sides of vampire conflict; Followers of Set, corrupters and deceivers whose secrets lie buried beneath the Egyptian sands.

Final Nights Starter Display (712 cards, ie, 8 decks)	\$129.60
Final Nights Booster Pack (11 cards)	\$4.95
Final Nights Booster Disp (396 cards)	\$162.00

WW Vampire TES: Bloodlines
Introduces over a dozen new vampire bloodlines and their unique powers. The vampire of the bloodlines has an amazing ability to play in the Jihad between ancient vampire elders. From the rotting Samedi and the unearthly Kiasyd to the demonic Baali and the inscrutable True Brujah, Bloodlines holds many surprises for you to spring on other gamers. New expansion rules are included in each display, also available online.

Bloodlines Booster Pack (11 cards)	\$4.95
Bloodlines Booster Disp (396 cards)	\$162.00

WW Vampire TES: Anarchs
It is time for revolution! Join the anarchists in independence from the camarilla and sabbat elders as they return from self-exile.

Anarchs Preconstructed Starter Deck 89 cards, rules	\$17.95
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Has two each of three different decks, the Gangrel clan — supernatural predators, the Anarch Barons — visionaries and ambitious leaders, and the Anarch Gangs — resourceful and itching for a fight.

Anarchs Starter Display (540 cards, ie, 6 decks)	\$96.95
Anarchs Booster Pack (11 cards)	\$4.95
Anarchs Booster Disp (396 cards)	\$162.00

WW Vampire TES: Black Hand
Even a fiend knows fear. On the eve of Gehenna, elder vampires quake at the mention of the Black Hand and its unrivaled assassins. This mysterious Sabbat cult is the vanguard of the sects struggle against the ancient undead. The Black Hand is the latest expansion for Vampire: The Eternal Struggle.

Black Hand Preconstructed Starter Deck 90 cards, rules	\$16.00
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Contains two each of four different 90-card pre-constructed starter decks: Malkavian, Nosferatu, Toreador, and Tremere.

Black Hand Starter Display (8 decks)	\$115.20
Black Hand Booster Pack (11 cards)	\$4.50
Black Hand Booster Disp (396 cards)	\$145.80

Warhammer 40,000

SG Warhammer 40,000 CCG
By Sabertooth Games. Players lead armies in an assault on Pandora Prime, a planet housing a terrible secret. Armies from across the galaxy have arrived to take control of the secret using force. The violent Orks, the righteous Space Marines, the crafty Eldar, the vile forces of Chaos. Easy to learn but enough depth to challenge any gamer. Premium foil cards in some booster packs. There are 5 different types of cards in the game. Units are rate for ability to hold ground, firepower, speed, armor, special abilities, number of dice used, and command rating. You will need a few D6 to play.

Warhammer 40,000 Starter Deck 55 cards and rules	\$20.00
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There are four types: *Eldar*, *Space Orks*, *Space Marines*, *Chaos*.

Warhammer 40,000 Starter Deck Display 12 decks	\$216.00
Warhammer 40,000 Booster Pack 12 cards	\$6.00
Warhammer 40,000 Booster Pack Display 40 packs	\$216.00

Warhammer 40,000 Coronus Starter Deck 55 cards and rules..... **\$15.00**
There are two new decks. The valiant Imperial Guard, and the voracious Tyranid swarms. 200 new cards. Also reinforces existing rules.

Warhammer 40,000 Coronus Starter Deck Display 12 decks	\$160.00
Warhammer 40,000 Coronus Booster Pack 12 cards	\$4.50
Warhammer 40,000 Coronus Booster Pack Display 40 packs	\$160.00

Warhammer 40,000 Delos V Starter Deck 66 cards, rules, poster..... **\$26.00**
There are four new decks. The Dark Eldar, the orks Kull of Speed, Space Wolves, and Tzech.

Warhammer 40,000 Delos V Starter Deck Display 12 decks	\$187.20
Warhammer 40,000 Delos V Booster Pack 12 cards	\$6.00
Warhammer 40,000 Delos V Booster Pack Display 40 packs	\$216.00

Warhammer 40,000 Verdicon Starter Deck 66 cards, 72 page rules..... **\$26.00**
This 192 card expansion introduces four new factions for existing armies: Catachan for the Imperium, the Tyranids Hive Fleet Kraken, the inscrutable Ailaoth Eldar and the secretive Dark Angels for the Space Marines. There will also be cards representing the Sisters of Battle which is sure to please many Imperial players. This expansion is set on a jungle planet rich in oil and oil refineries, which is threatened by out of blaze fires started off by warring between the different factions.

Warhammer 40,000 Verdicon Starter Deck Display 8 decks	\$187.20
Warhammer 40,000 Verdicon Booster Pack 12 cards	\$6.00
Warhammer 40,000 Verdicon Booster Pack Display 40 packs	\$216.00

Warhammer 40,000 Malagrim Starter Deck 66 cards, 72 page rules..... **\$26.00**
The Black Angels must repel the deadly assaults of Ghazghkull, the vicious Ork Warden, the murdering knight of a Dark Eldar Wyth cult, and even the Emperor's Children, who have fallen under the implacable will of the chaos god of excess, Slaanesh! This is a 179-card expansion set. If we don't have the deck you request in our open display, another will be supplied at random.

Warhammer 40,000 Malagrim Starter Display 8 decks	\$187.20
Warhammer 40,000 Malagrim Booster Pack 12 cards	\$6.00
Warhammer 40,000 Malagrim Booster Display 40 packs	\$216.00

SG Horus Heresy
By Sabertooth Games. A new version of game that is NOT compatible with the previous edition. Set at the origins of the 40K history, when Horus betrayed the Emperor. In this game Horus battles loyalists on Istvaan III.

Horus Heresy Starter Deck 63 cards, rules foldout	\$23.00
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There are two new decks, Traitors and Loyalists.

Horus Heresy Starter Display 10 decks	\$207.00
Horus Heresy Booster Pack 10 cards	\$5.50
Horus Heresy Booster Display 36 packs	\$178.20

Horus Heresy Sedition's Gate Booster Pack 9 cards	\$5.00
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Cards for the Space Wolves, Thousand Sons, Sons of Horus, Emperor's Children, World Eaters, Death Guard.

Horus Heresy Sedition's Gate Booster Display 40 packs	\$180.00
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Warcry: Warhammer Fantasy

SG Warcry: Warhammer Fantasy CCG
By Sabertooth Games, allows players to command vast armies as they struggle for domination across a war-torn world. Deploying troops and utilizing battlefield tactics from their decks, their actions will decide the fate of kingdoms. Players can begin their conquest with either forces of evil (Chaos, Dark Elves, and Orcs & Goblins) or forces of good (Empire, Elves, and Dwarves) 60 card Starter Deck.

Warcry: Warhammer Fantasy Starter Deck 60 cards and rules	\$20.00
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Has two Starter Decks. *The Hordes of Darkness*, has Chaos, Dark Elves, Orcs & Goblins, and *The Grand Alliance*, with Empire, High Elves, Dwarfs.

Warcry: Warhammer Fantasy Starter Display 10 decks	\$180.00
Warcry: Warhammer Fantasy Booster Pack 10 cards	\$5.50
Warcry: Warhammer Fantasy Booster Display 40 packs	\$198.00

Warcry Expansion: Winds of Magic Booster Pack 9 cards..... **\$19.50**
Warcry Expansion: Winds of Magic Booster Display 40 packs..... **\$198.00**
9 card booster packs featuring 120 new cards that focus on the magical energies of the Warhammer world.

Warcry Expansion: Siege of Darkness Booster Pack 9 cards	\$5.50
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Warcry Expansion: Siege of Darkness Booster Display 40 packs..... **\$198.00**
120 new cards bring more power to both the Grand Alliance and the Hordes of Darkness allowing for new strategies to come into play, as well as fortifying previous decks. Warhammer Fantasy favorites like the Steam Tank, the Hellblaster Volley Gun, and the Chaos War Mammoth make an appearance.

Warcry Expansion: Dogs of War Booster Pack 9 cards	\$5.50
Warcry Expansion: Dogs of War Booster Display 40 packs	\$198.00

With this 120-card expansion for WarCry, neutral mercenaries, playable by both factions, see their introduction into the game. Dogs of War units and characters such as Hellbrat Grimm, al Muktar's Desert Dogs.

Warcry Deck Boxes 2 types, Grand Alliance, Hordes of Darkness	\$18.00
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Yu-Gi-Oh CCG

A Japanese anime style CCG. The game pits different mystical creatures against one another in magical duels on a shifting battlefield filled with traps and magical pitfalls. A card game for two players. There are 20 types of monsters, each with unique kills and fighting styles. Players can use magic, set traps, and even fuse two monsters together. There are two types of Starter Deck in the Unlimited, Yugi and Kaiba.

Yu-Gi-Oh Yugi/Kaiba Starter Deck 50 cards, rules, game mat	\$20.00
Yu-Gi-Oh Yugi/Kaiba Starter Display 10 decks	\$180.00
Yu-Gi-Oh Blye Eyes Unlimited Booster Pack 9 cards	\$7.50
Yu-Gi-Oh Blye Eyes Booster Unlimited Display 24 packs	\$168.00
Yu-Gi-Oh Metal Raiders Unlimited Booster Pack 9 cards	\$7.50
Yu-Gi-Oh Metal Raiders Unlimited Booster Display 24 packs	\$168.00
Yu-Gi-Oh Magic Ruler Unlimited Booster Pack 9 cards	\$7.50
Yu-Gi-Oh Magic Ruler Unlimited Booster Display 24 packs	\$168.00
Yu-Gi-Oh Pharaoh's Servant 1st Ed Booster Pack 9 cards	\$11.00
Yu-Gi-Oh Pharaoh's Servant 1st Ed Booster Display 24 packs	\$231.00
Yu-Gi-Oh Pharaoh's Servant Unl Booster Pack 9 cards	\$7.50
Yu-Gi-Oh Pharaoh's Servant Unl Booster Display 24 packs	\$165.00
Yu-Gi-Oh Joey/Pegasus Starter Deck 50 cards, rules, game mat	\$25.00
Yu-Gi-Oh Joey/Pegasus Starter Display 10 decks	\$225.00
Yu-Gi-Oh Joey/Pegasus DELUXE Set Contains 1 Starter Deck, either Joey or Pegasus, 2 Labyrinth Boosters, 50 card sleeves, card box	\$60.00
Yu-Gi-Oh Labyrinth of Nightmare Booster Unl. Pack 9 cards	\$7.50
Yu-Gi-Oh Labyrinth of Nightmare Booster Display 36 packs	\$243.00
Yu-Gi-Oh Magician's Force Booster Unl. Pack 9 cards	\$7.50
Yu-Gi-Oh Magician's Force Booster Display 36 packs	\$243.00
Yu-Gi-Oh Dark Crisis Booster Display 24 packs	\$200.00
Yu-Gi-Oh Invasion of Chaos Booster Pack 9 cards	\$7.50
Yu-Gi-Oh Invasion of Chaos Booster Display 24 packs	\$162.00
Yu-Gi-Oh Yugi/Kaiba Evolution Starter Deck 50 cards, rules	\$25.00
Yu-Gi-Oh Yugi/Kaiba Evolution Starter Display 10 decks	\$225.00

Yu-Gi-Oh Collector's Tin There are six different tin designs. Each has 2 x Blue Eyes Booster Packs, 2 x Metal Raiders Booster Packs, 1 x Magic Ruler Booster Pack, 1 x Exclusive Variant Card..... **\$99.99**

Yu Yu Hakusho CCG

SCO Yu Yu Hakusho Collectible Card Game
Enter the supernatural world of Yuske, Kuwabara, Hiei, and the rest of the spirit detective gang in this action-packed CCG. Choose from the hit anime series, Yu Yu Hakusho! Featuring innovative game mechanics, unique "Ghost Rare" cards, and exciting tournament subsets, 176-card series.

Yu Yu Hakusho Starter Deck 40 card deck, Team Pack, rules, mat	\$22.00
Yu Yu Hakusho Starter Display 10 decks	\$200.00
Yu Yu Hakusho Booster Pack 10 cards	\$6.00
Yu Yu Hakusho Booster Display 24 packs	\$129.60
Yu Yu Hakusho 6 Tournament Booster Pack 10 cards	\$6.00
Yu Yu Hakusho 6 Tournament Booster Display 24 packs	\$129.60

Trading Cards Accessories

CRFRP-JN-2U Card Album..... **\$13.20**
High quality card album that fits the Superpro Sheet Card Holders.

CRF 9 Pocket Sheet Card Holders (1)..... **\$0.50**
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc.

CRF81100 DECK PROTECTORS Clear, Black..... **\$12.75**
The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display, **\$114.75**

Lotus Flower (Purple) Metallic Deck Protectors 50 purple sleeves per pack **\$7.15** each or for a whole display of 15 packs **\$96.50**

Ultra Pro Deck Protector Sleeves 50 deck protector sleeves per pack, in the following colors: Raven Black, Island Green, Stone Gray, Matrix Green, Tsunami Blue, Brazen Gold, Summer Blue, Lava Red, Powder White, Candy Orange **\$5.95** each display of 15 packs **\$80.35**

Marble Deck Box Series I Plastic deck box of two or 3 types. Angel of Vengeance, Mithril Dragon, Dark Djinn. Holds 1207 cards..... **\$10.00**

Marble Life Counters Series I Plastic card with two spin counters on the back, viewable from the front. Angel of Vengeance and Mithril Dragon..... **\$8.80**

Rook Black Endura Comprised of 22 gauge cold-rolled steel, the Pro-Series Rook Endura is a steel carrying case designed to hold up to four Rook Capsules, 380 sleeved cards, or 480 un-sleeved cards. The nickel-plated drawbolt latch and handle makes it secure and portable..... **\$69.00**

Rook Pro Endura - 4 Capsules Set As above and containing four Rook Capsules. Comes in Black or Blue..... **\$88.00**

Rook Tournament Endura As above but designed to hold up to eight Rook Capsules, 560 sleeved cards, or 960 un-sleeved cards. Comes in either White, Grey or Black..... **\$88.00**

Rook Deluxe Endura As above but designed to hold up to sixteen Rook Capsules, 1100 sleeved cards, or 1900 un-sleeved cards. Comes in either White, Grey or Black..... **\$110.00**

Rook Capsule Designed to hold 80 sleeved cards, the Rook Capsule is the new steel-alloy deck case featuring a precision wire-hinged lid. The Rook Capsule is currently available in eight different colors to satisfy players of all games. **\$4.00**

Rook Embossed Capsule With increased height, holds 80 sleeved cards, with embossing on all sides. Nocturnal Black, Glacial White, Armada Blue, Velocity Red, Concentric Yellow, Canopy Green, Valiant Purple, Frantic Orange, Relentless Grey..... **\$6.00**

Rook Limited Ed Capsule Designed to hold 80 sleeved cards, the Rook Capsule is the new steel-alloy deck case featuring a precision wire-hinged lid. There are two new capsules, each with a unique painting of a fantasy creature or person, by 4 top industry artists..... **\$16.50**

CRF Ultra Pro Floppy Card Sleeves (100)..... **\$3.00**
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usable format. By Ultra Pro.

CRF81148 Ultimate Collection 250 Card Plastic Box..... **\$4.30**
At last — back into stock! Made of durable, rigid plastic, this box fits 250 trading cards.

Scrye CCG Checklist & Price Guide 2nd Ed Checklists of every single CCG printed in English, along with accurate prices for more than 100,000 cards. Reports on every game expansion, reviews on hundreds of releases, includes Yu-Gi-Oh, Magic, Star Wars, Pokemon, 40K, etc. 690 pages..... **\$50.00**

CARD VAULT Inventory and Deck Building..... **Lone Wolf**
The people who brought us Army Builder have released this new computer supplement to help take control of your collectible card game or collectible miniatures game collection and help you to build winning decks. Tracks inventory, trade lists and collection value; fully configurable. Supports MagicKnight, Magic, Herodix, LoTR, Warlord, LSR, 40K, etc. Requires: Pen, Windows 95, CD-ROM..... **\$70.00**

Double Sided Tokens A pack of 8 double sided CCG cards, each side with a different creature, eg. you need to make up your own game stats for them..... **\$5.50**

Glow in the Dark Skull Bead Counters A pack of 25 glow in the dark skull beads. Make a necklace with them, or use them as CCG counters..... **\$4.00**

White Skull Bead Counters A pack of 25 white skull beads. Make a necklace with them, or use them as CCG counters..... **\$4.00**

Black Red-Eye Skull Bead Counters A pack of 25 black with red eyes skull beads. Make a necklace with them, or use them as CCG counters..... **\$4.00**

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THIS IS GEHENNA™

The latest expansion for Vampire:

The Eternal Struggle brings the dreaded Armageddon of the undead to life in your card game; from simple omens to cataclysmic events. Over 120 new cards include Thin-Blooded characters, advanced versions of key characters, effects of the rise of the Antediluvians and much more. Gehenna-set cards are usable in any VTES game.

Boosters available in May
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(36 packs) WW02631

Individual Gehenna booster pack
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Named Best
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VAMPIRE
THE ETERNAL STRUGGLE

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STARGATE

SG-1™

STARGATE SG-1™ is the ultimate new space strategy board game which allows you all the excitement of the Stargate SG-1 TV series:

- Command a fleet of Stargate SG-1 starships
- Build Stargate bases
- Deploy combat units through Stargates
- Send nuclear weapons through Stargates
- Close Stargates with an Iris to destroy the enemy

(840 plastic starships, stargates and combat units with 50 Stargate SG-1 cards)

FLEETS™ an exciting new easy-to-learn space strategy board game of galactic conquest that allows 2 to 6 players, ages 10 to adult, to:

- Command a fleet of starships
- Capture star systems
- Attack enemy starships
- Go through wormholes

to Conquer the Universe.

(420 plastic starships and flags included)



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To place an order, if possible, please fax this order form to us quoting your Mastercard, VISA or Bankcard. Our second preference is for you to Email us your order with your credit card details, or to ring us with your order and give your card details over the phone. Otherwise, please post your order to us quoting your card details, or, our last preference is for you to post your order to us with a cheque or money order. Do not send any cash through the mail.

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COMPUTER ORDERS ONLY		SUB TOTAL:	
TYPE:	MEMORY:	Freight & Handling:	\$4.40
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Sent By:		Insurance (See Above).....	+ \$3.85
Backorder Sent:		Express Post	+\$5.50
All Payments to be made to Military Simulations		Less Credit Notes (Please attach to order)	

TOTAL:

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Signature.....	Telephone
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32 - Magazine & New Item Subscriptions

Magazine Subscriptions

BATTLEFLEET GOTHIC MAGAZINE

Magazine by GW that caters only to BattleFleet Gothic.

\$13.50 for 3 issues ☐
\$27.00 for 6 issues ☐

BLOODBOWL MAGAZINE

Magazine by GW that caters only to Bloodbowl.

\$13.50 for 3 issues ☐
\$27.00 for 6 issues ☐

DORK TOWER MAGAZINE/COMIC STRIP

Welcome to Dork Tower. Follow Matt, Igor, Ken and Carson the Muskrat as these geeks play roleplaying games together, and then try to fit into the real world.

\$45.00 for 6 issues ☐
\$81.00 for 12 issues ☐

Dork Covenant Collected Dork Tower Vol 1 Compiles the Dork Tower Magazine Issues 1 — 6. **\$35.20**

Dork Covenant Collected Dork Tower Vol 3 Compiles the Dork Tower Magazine Issues 13 — 17. **\$36.30**

Understanding Gamers Collected Dork Tower Vol Compiles Dork Tower 18, the Lord of the Rings special, and previously uncollected comic strips. **\$36.30**

Collected Dork Tower Vol 6 Compiles the Dork Tower Magazine Issues 19 — 24. **\$30.00**

Dork Tower Miniatures 6 x 28mm miniatures. **\$50.00**

DRAGON MAGAZINE

TSR's popular monthly magazine. The emphasis is on D&D with a veritable treasure chest of articles and adventures.

\$43.50 for 3 issues ☐
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DUNGEON

Bi-monthly publication specifically dedicated to D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Forgotten Realms, Ravenloft, or other such realms. Also includes Polyhedron now. Publication regularity is excellent.

\$49.50 for 3 issues ☐
\$94.00 for 6 issues ☐
\$178.00 for 12 issues ☐

KNIGHTS OF THE DINNER TABLE

The comic strip of a GM and his four players. You can also pre-order later issues, or make a subscription to the magazine, if you like.

\$45.00 for 6 issues ☐
\$81.00 for 12 issues ☐

We also have a number of other Knights of the Dinner Table publications:

Bundles of Trouble Vol 1 Compiles KOTDT Issues 1 - 3 **\$20.35**

Bundles of Trouble Vol 2 Compiles KOTDT Issues 4 - 6 **\$20.35**

Bundles of Trouble Vol 3 Compiles KOTDT Issues 7 - 9 **\$20.35**

Bundles of Trouble Vol 4 Compiles KOTDT Issues 10 - 12 **\$20.35**

Bundles of Trouble Vol 5 Compiles KOTDT Issues 13 - 15 **\$20.85**

Bundles of Trouble Vol 6 Compiles KOTDT Issues 16 - 18 **\$20.85**

Bundles of Trouble Vol 7 Compiles KOTDT Issues 19 - 21 **\$21.45**

Bundles of Trouble Vol 8 Compiles KOTDT Issues 22 - 24 **\$21.45**

Bundles of Trouble Vol 9 Compiles KOTDT Issues 25 - 26 **\$21.45**

Bundles of Trouble Vol 10 Compiles KOTDT Issues 27 - 29 **\$21.45**

Tales from the Vault Vol 2 Compiles all the KOTDT strips which appeared in various magazines throughout 1997 and 1998. **\$20.35**

Tales from the Vault Vol 3 Compiles all the KOTDT strips which appeared in various magazines throughout 1999 and 2000. **\$28.60**

Tales from the Vault Vol 4 Compiles all the KOTDT strips which appeared in various magazines throughout 1999 and 2000. **\$28.60**

KODT Black Hands Gaming Society 6 28mm miniatures. **\$36.30**

Knights of the Dinner Table 6 28mm miniatures. **\$36.30**

KODT Dice D6 with color pictures of KODT characters **\$4.95**

RIFTER MAGAZINE

By Palladium Books, this is up to 120 pages in length, and contains fiction, adventures, creatures, weapons, and so on, for all of Palladium's games, including Rifts, Palladium Fantasy, Heroes Unlimited, etc.

\$49.50 for 3 issues ☐
\$89.10 for 6 issues ☐

SIGNS & PORTENTS

Mongoose Publishing presents Signs & Portents, a dedicated house magazine designed to support their fantasy d20 System lines, as well as showcase other roleplaying games such as Babylon 5, Judge Dredd, Armageddon 2089, and Slaine.

\$40.00 for 3 issues ☐
\$72.00 for 6 issues ☐

SCRYE: Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc! The large price increase is due to our sourcing it from another distributor, and because of the collapse of the Australian dollar.

\$49.50 for 3 issues ☐
\$94.05 for 6 issues ☐
\$178.20 for 12 issues ☐

STRATEGY & TACTICS

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as an indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategic simulations including several empires.

\$40.00 for 1 issue ☐
\$114.00 for 3 issues ☐
\$216.00 for 6 issues ☐
\$384.00 for 12 issues ☐

TOWN CRYER MAGAZINE

Magazine by GW that caters only to Mordenheim.

\$27.00 for 3 issues ☐
\$51.00 for 6 issues ☐

WARHAMMER MONTHLY

Games Workshop are now producing a comic that features stories from Warhammer 40,000, Epic Warhammer 40,000, Warhammer Fantasy, etc. Issue # 4, for example, starts a new strip about a Sister of Battle, continues the story of a Titan battling a world of orks, continues the story of a ship of Brothermarines, who stumble across a ship graveyard in space.

\$5.50 for 1 issues ☐
\$29.70 for 6 issues ☐
\$55.00 for 12 issues ☐

WARMASTER MAGAZINE

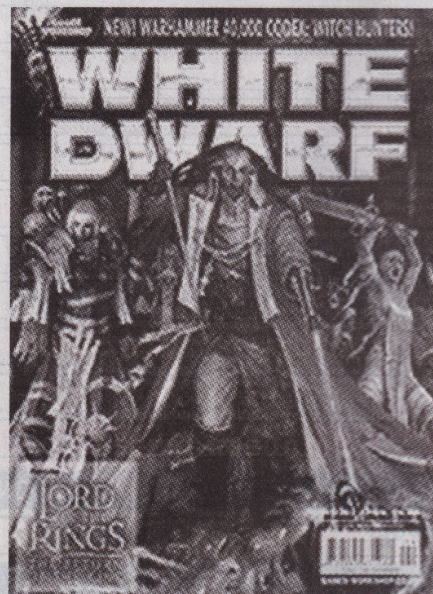
Magazine by GW that caters only to Warmaster.

\$27.00 for 3 issues ☐
\$51.00 for 6 issues ☐

WHITE DWARF

White Dwarf magazine is a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming hardware that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quality glossy cardboard!

\$8.80 for 1 issue ☐
\$26.40 for 3 issues ☐
\$44.00 for 6 issues ☐
\$88.00 for 12 issues ☐



Note

When ordering a subscription to new items, such as *New BattleTech Items*, for example, we will charge your credit card for each item *when we send that item to you*. Your credit card will not be charged in advance.

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

CCGs

SJG INWO Factory Set

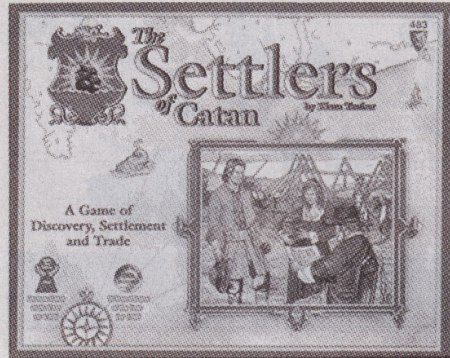
Crazy Special \$40.00 **Normally \$60.00**
Includes one each of all 100 common, uncommon and rare INWO cards. It also has 3 of each Illuminati card (the central card you build your power structure around) and blank cards too bringing the total count to 450 cards. So the INWO Factory Set is more than a collector's item. It's a complete, playable game with its own special rules! The backs of the Factory Set cards will be identical to the other INWO card backs, so that Factory Set cards can be played with all other cards. But the faces will have a different graphic design, so that collectors can tell them from the Limited Edition.



Wargames

MAY The Settlers of Catan

Crazy Special \$70.00 **Normally \$92.40** */#
This is an extremely popular medieval boardgame. In this game, groups of settlers try to become the dominant group on the remote island of Catan by building settlements and cities across uncharted wilderness. Each player tries to guide their settlers to victory by clever building and trading. Building is based on resources that you gain based on where you build and the roll of the dice. This combination of strategy and luck makes Settlers an excellent game for players of all skills. With 37 geo-morphic hexagons, 120 raw material cards, 36 development cards, 4 colors of game pieces, 18 counters and dice. Thoroughly recommended.



SJG Munchkin Special

Here we offer the very popular Munchkin plus an expansion. Also available individually.

Crazy Special \$52.00 **Normally \$82.50**
Munchkin Go down in the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run. Admit it. You love it. This stand-alone card game captures the dungeon experience, with none of that stupid roleplaying stuff. With silly magic powers such as the Boots of Butt-kicking, 168 cards.....**Crazy \$33.00 Normally \$49.50**
Munchkin 2 Unnatural Axe 112 more cards for the game of killing monsters and taking their stuff. New foes like the Hydrant and Tentacle Demon, recruit allies like Shoulder Dragon, new weapons like druid fluid, slug thrower.
Crazy \$22.00 Normally \$33.00

SJG ILLUMINATI DELUXE

Crazy Special \$46.00 **Normally \$77.00**
This new edition non-collectable card game has 106 full-color cards and a revised rulebook. Secret conspiracies are everywhere! Two to six players compete to grab powerful powers and increase their wealth and power. No play is too devious.

SJG Star Munchkin

Crazy Special \$33.00 **Normally \$49.50**
Complete game using the Munchkin rules, with a few new twists. Now the Munchkins are in space, they're mutants, cyborgs, cat people, and using lasers, vibrowords, and fighting bionic bimboes, the fiendish Brain in a Jar, etc. For 2-6 players. 168 full color cards.

Classic BattleTech Scenario Special

Crazy Special \$36.00 **Normally \$156.00**
For this crazy price, we are offering 6 x BattleTech Scenario Books, by FASA. The books are available as a bulk lot only. This is a 77% discount off the retail price! Stocks are limited, we probably can't get anymore when we sell out.

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in the March Rebellion, as seen in Blood of Heroes novel. This module also finishes off the novel Blood of Heroes, which ended without resolving the combat situation.

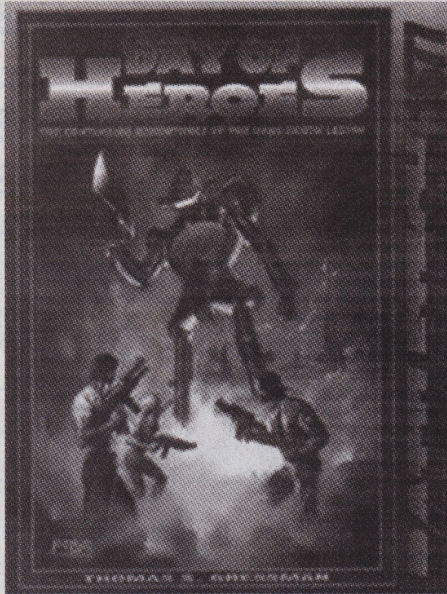
The Battle of Coventry A scenario pack that describes the savage conflict between Clan Jade Falcon and defending forces of the Inner Sphere on the planet Coventry. A detailed description of the hard fought battle, along with seventeen scenarios and special campaign rules.

First Strike A unique BattleTech game supplement created especially for players new to the game. It features thirteen scenarios that require only the basic game to play. Features battles from the Clan invasion. Includes new armored vehicles and new OmniMech configurations.

Northwind Highlanders BattleTech scenario pack re-creating the entire history of this elite mercenary unit, from its earliest engagements in 2366 to its conflicts with Clan Smoke Jaguar. With force rosters, prominent characters, new mechs, etc.

Operation: Stiletto At last! A BattleTech campaign that breaks the previous mold. Using an innovative track system, this campaign book lets you take your own unit through a massive campaign across the Shattered Sphere of 3061.

Operation: Flashpoint You take your own unit through a linked series of missions set against the backdrop of the brewing Fed-Com civil war.



Classic BattleTech Sourcebook Special

Crazy Special \$31.00 **Normally \$136.00**

For this absurd price, we are offering 4 x BattleTech Sourcebooks, by FASA. The books are available as a bulk lot only. This is a 77% discount off the retail price! Stocks are limited, we probably can't get anymore when we sell out.

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds, etc.

The Shattered Sphere This book is the ultimate guide to the people and places of BattleTech, as seen through the eyes of characters who live there. Offering a brief, comprehensive history of the universe and an in-depth look at events from the Truce of Tukayyid through to early 3062. Has detailed maps showing the current state of the Inner Sphere and the Clans.

Inner Sphere This sourcebook provides information on the five great Houses, Kurita, Davion, Liao, Marik, Steiner, as well as the lesser powers of the Periphery. Also offers general histories of each society, comprehensive maps and a section detailing ten key worlds of the Inner Sphere.

Jade Falcon In the year 3050, the defenders of House Steiner were overwhelmed by OmniMechs bearing the Crest of Clan Jade Falcon. This book includes full rosters for the forces that participated in the invasion of the Inner Sphere.

FFG Thunder s Edge

Crazy Special \$38.00 **Normally \$150.00**

For this special, we'll send you FFG's massive sci-fi game, plus its expansion, at 75% off the retail price! Limited stocks.

Thunder s Edge Boardgame

In the tradition of Twilight Imperium, this game has a moveable hexagon system that insures that no two games are alike. Tiles and counters are stunning. This is a multiplayer board game of futuristic tactical warfare and struggle for political control, as five factions fight over a wormhole just discovered near an outback mining planet. 39 map tiles, over 100 cards, 288 counters, etc.

Thunder s Edge Expansion Set # 1 Adds new fleet cards, Gryphon and Siege units, five additional factions, 13 map pieces.



Role Playing Games

WHT 9717 Demon RPG Special

Crazy Special \$60.00 **Normally \$208.00**

Contains Demon: The Fallen RPG, Demon Players Guide, Saviors & Destroyers, Fear to Tread, Demon Mousepad. That is 70% off the retail price! Limited quantities on these, we can't get any more.

DEMON: THE FALLEN RPG A complete new roleplaying game from White Wolf, set in the World of Darkness. A storm rages in the spirit world and the gates of hell swing wide. The angels of the abyss are free once more, released from millennia of torment. Do you take up the banner of rebellion once again? The fate of mankind hangs in the balance. Strictly for mature readers only, deals with demon possession, horror, etc.

Demon Players Guide New rules, optional powers, tips and guidelines to add new depth to the fallen and their struggles for glory & redemption.

Demon: Saviors & Destroyers Details the origins and desperate struggles of the world's demon hunters, who are trying to send them back to hell.

Demon: Fear to Tread Three linked or stand alone stories where the players struggle desperately for the future of the city. Only a handful of the fallen have the strength to defy the lords of the Abyss.

WHT 9720 Orpheus RPG Special

Crazy Special \$50.00 **Normally \$156.00**

Here are the first three books of a six part ghost story set in the World of Darkness. The Orpheus Assortment includes one each of Orpheus Roleplaying Game, Crusade of Ashes, and Shades of Grey. That is 68% off the retail price. For mature readers only, 18+. Limited quantities on these, we can't get any more.

ORPHEUS RPG White Wolf World of Darkness, for mature readers only. Science thinks it has shattered the barrier between life and death, but it has only opened the floodgates. Some secrets should be left dead and buried, because now they won't go back to sleep without a fight! It's called projecting, the ability to separate the soul from the body and interact with ghosts. It is a multi-billion dollar enterprise for companies like the Orpheus Group, which offers its services to public and private interests. Orpheus is a new type of game, a ghost story for ghosts told in a six-book limited series.

Crusade of Ashes For mature readers only. Members are running from an adversary who commands spectres and mercenaries with the power of the dead. Also new rules for artifact creation, new dangers, surviving as fugitives.

Shades of Grey For mature readers only. Book 3. Hundreds die from tainted drugs on the streets, revealing another truth behind Orpheus Group. Introduces a new enemy responsible for the drug pigment.

Call of Cthulhu d20: Nocturnum

An epic modern day campaign for the Call of Cthulhu roleplaying game. By Fantasy Flight Games. Involves a conspiracy, animosity from an ancient god, a hunt from American into the doom that awaits in the East, a horrific journey to the brink of insanity. 75% discount!**Crazy \$15.00 Normally \$60.00**

GURPS Books Special

Crazy Special \$49.00 **Normally \$264.95**

For this ridiculous price we are offering 6 great GURPS sourcebooks by SJG. The books are available as a bulk lot ONLY.

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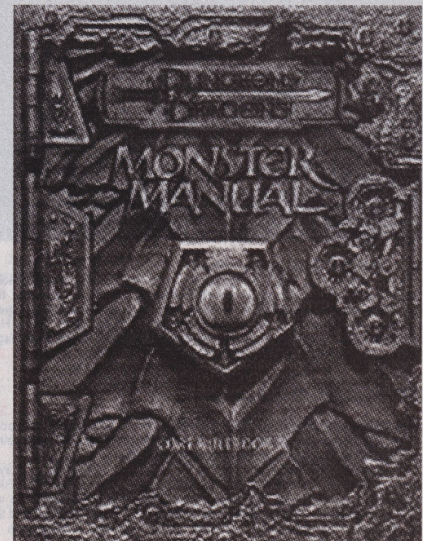
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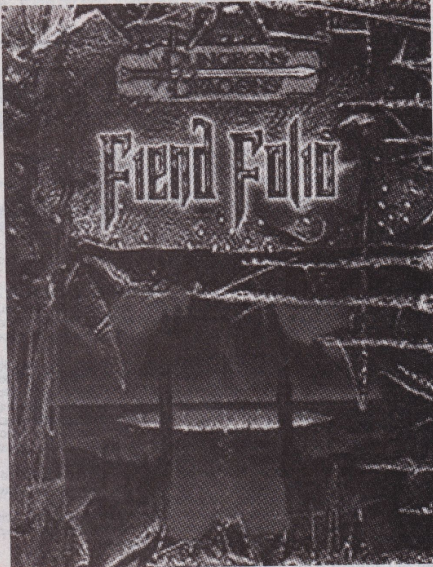
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D&D Unapproachable East

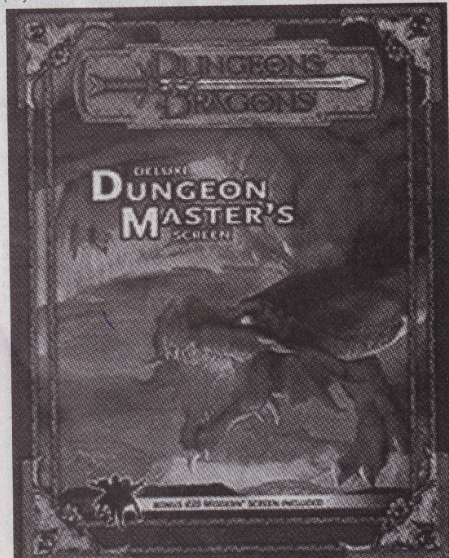
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For this ridiculous price we are offering the Blue Planet RPG plus 6 BP books by FFG. The books are available as a bulk lot ONLY. That's 75% off retail. These books are discontinued now, so stocks are limited.

BLUE PLANET PLAYERS GUIDE V2 Contains everything a player needs to survive on the new frontier. Has a detailed future history of the Blue Planet setting; introductions to Poseidon, the GEO, the Incorporate, and the natives; information on the sociopolitical landscape of both Poseidon and the Solar System; the newcomer survival guide, detailed descriptions of personal equipment and biotechnology; complete game rules.

BLUE PLANET MODERATORS GUIDE V2 Contains information vital to running exciting and effective adventures on the new frontier. Includes regional maps and descriptions detailing the topography and history of the most heavily colonized region on Poseidon - the Pacifica Archipelago; key maps and detailed descriptions of more than twenty colonial, incorporate, and native settlements; classified information on Incorporate, GEO, and native activities on Poseidon; dossiers on more than a dozen of the planet's most famous and infamous personalities; biological survey data on the planet's wondrous but often-deadly indigenous lifeforms.

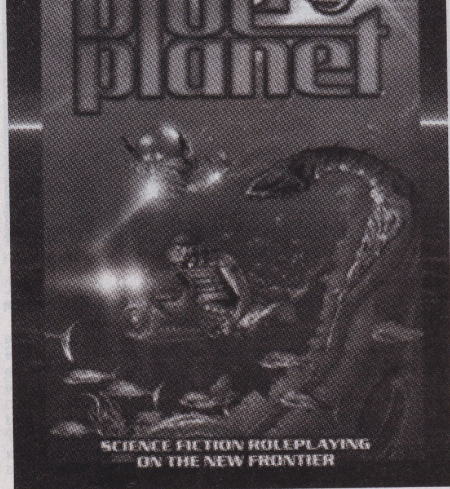
Blue Planet: Fluid Mechanics Sourcebook on the design and capabilities of computers, cybernetics, robots, weapons, vehicles, etc. Also info on specific equipment, descriptions of new equipment & tech, new rules. Also complete, streamlined rules for vehicle chases and dogfights.

Blue Planet: First Colony Sourcebook brings the colonial boomtown, Haven, to life in vivid detail. From crime ridden canals to wealthy corporate arcologies. A place of danger, intrigue, opportunity and prosperity.

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Computer Games

HEARTS OF IRON 1936 — 1948.....strategy first Crazy Special \$33.00

The people who made Universals I & II bring us this grand strategy game of WW2. Control and conquer any country as Fascism, Communism and Democracy clash. Over 10 years of WW2 coverage and hundreds of hours of game play. Unique deep diplomatic model, highly advanced tech research model, thousands of historical leaders and generals, over 100 military units for the strategic military system, scenario editor. IBM Requires: IBM Pen II 300, 64mbRAM, 2mbSVGA.

FRONTLINE ATTACK War Over Europe.....eidos Crazy Special \$33.00

Real-time WW2 war in Europe. Control Allied, German or Russian forces from France, Italy to Russia and Germany itself. Great 3D maps, different seasons, night and day occur during missions, 15 extra missions to play in skirmish mode, create your own missions, infiltrate buildings and abandoned vehicles. IBM Pen 3, 128mbRAM, 3D card.



SQUAD LEADER Avalon Hill s.....Microprose Crazy Special \$6.00

Avalon Hill's Squad Leader lets you experience real front-line military command. Has easy to follow boot camp style tutorials, three historical campaigns: Normandy, Bulge and Arnhem; each campaign includes ten missions and assorted random operations; upgradeable squad strength 300 soldier biographies with individual storylines and options — they even get their own mail, which you can read! Control US, British or German soldiers. IBM Requires: Pen II 233, 32mbRAM, 2mbSVGA.



DEUS EX.....Eidos Crazy Special \$10.00

It is a new millennium and civilization is near collapse in this first person shooter. An ancient conspiracy bent on world domination has emerged, but no one but you believes they exist. A globe hopping, epic adventure. From New York to Paris, to Hong Kong. Total character interaction — your relationship with other characters affects the outcome of the game. IBM Requires: Pen 300, 64mbRAM.

DESPERADOS.....Infogames Crazy Special \$6.00

Set in New Mexico 1881, this is a 3D roleplaying strategy game. Has 25 levels, 21 elaborate cinematic scenes in a brilliant plot, 6 tutorial levels, choice of six heroes, 50 enemies and civilian characters, use all the classic Wild West weapons and explosives to overcome enemies. Scenarios include infiltrating an enemy fortress, rescuing a team member, escaping an ambush. IBM Pen II 233, 64mbRAM, 4mbSVGA.

PANZER GENERAL - 3D Scorched Earth.....SSI Crazy Special \$7.50

Transports you to the bitter, brutal fighting that is the Eastern Front. Battle your way to Berlin as the Soviet Commander or march to Moscow as the Panzer General. The battle generator creates random battles using American, British, German or Russian forces. Improved 3D effects generate fog, rain and snow. IBM Requires: Pen II 266, 32mbRAM, 4spCD-ROM, 8mb 3D video card.



ADMIRAL Sea Battles.....MMC Crazy Special \$10.00

Lead campaigns to rid the seas of pirates and reclaim lost lands. Build forts, arm ships, play against the computer or a friend, 11 different sailing vessels from fast galleys to huge triple-decked battleships. Destroy or board enemy warships, decimate forts and ports. IBM Requires: 486 66, 8mbRAM.

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▲ **EARLY PRODUCTION**
Führer-Grenadier-Brigade, East Prussia
December 1944



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sPzJgAbt 560, Ardennes, 1944



▲ **FINAL PRODUCTION**
sPzJgAbt 654, Alsace, November 1944



20019



▲ **EARLY PRODUCTION**
sPzJgAbt 559 "Camo Scheme"
Autumn 1944



▲ **LATE PRODUCTION**
Panzer-Lehr-Division, Hungary
Spring 1945



▲ **FINAL PRODUCTION**
"Late Camo Scheme", Spring 1945

JAGDPANTHER



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Pz.Beob.Wg V, Ausf. G



▲ **HENSCHEL TURRET**
sPzAbt 505, Late 1944



▲ **PORSCHE TURRET**
3.sPzAbt 503, France 1944



▲ **HENSCHEL LATE TURRET**
sPzAbt 507, Germany, April 1945



20020



▲ **HENSCHEL TURRET**
sSSPzAbt 501, Kampfgruppe Peiper
Dec 1944



▲ **PORSCHE TURRET**
sPzAbt "Feldherrnhalle", Winter
1944/45



▲ **HENSCHEL LATE TURRET**
sPzAbt 511, March 1945

KINGTIGER

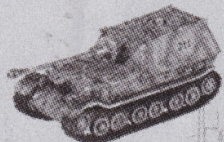


★ **SPECIAL**

sSSPzAbt 501 King Tiger with
3rd Fallschirmjäger Div.
Battle of the Bulge



▲ 1.Kompanie, sPzJgAbt 653, Italy 1944



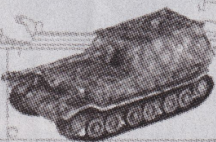
▲ 2.Kompanie, sPzJgAbt 653, Kursk 1943



▲ **BERGE-ELEFANT**
2.Kompanie, sPzJgAbt 653, Russia 1944



▲ 3.Kompanie, sPzJgAbt 653, Russia 1944



▲ **"FERDINAND"**
sPzJgAbt 654, Kursk 1943



▲ **BERGEPANZER TIGER (P)**



20021

ELEFANT



★ **SPECIAL**

BEFEHLSPANZER TIGER (P)
1.Kompanie, sPzJgAbt 653, Italy 1944

Computer Games

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Pre World War II

ACES OF WORLD WAR I Lemon
WWI dogfighting with various levels of difficulty, several great air battles, more than 40 different missions, weather, more than 1000km of field action, ground targets defended by AA guns, multiplayer, spectacular effects. *IBM Pen II 400, 64mbRAM, IBM - \$50.00*

ACROPOLIS Impressions
Build and rule Ancient Greece. 65 unique episodes challenge you to complete epic quests, based on actual ancient Greek economy, industry and mythology, thousands of talking citizens, heroes, monsters, even gods. Go beyond your city with world trade, build armies and fleets to battle neighbors, rule Atlantis, create your own adventures. *Adventure Editor. IBM Pen 166, 32mbRAM, 2mbSVGA, IBM - \$33.00*

ADMIRAL SEA BATTLES MegaMedia
Classic game of Napoleonic period sea battles. Try to rid the seas of pirates' build forts, arm ships, 11 different ships. Fire boardsides, board ships, etc. *Pen I, IBM - \$10.00*

AGE OF SAIL II: Privateers & Bounty Talonsoft
Portraying real-time naval warfare with a 3-dimensional, realistic sailing and combat model, it accurately illustrates the mighty fighting ships from 1775 to 1820. *IBM Requires: Pen 200, 32mbRAM, 4spCD-ROM, 3Daccelerator, IBM - \$59.00*

AIDE DE CAMP #2 HPS
Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want to make and edit the map, you determine how combat and movement operates. **Note:** you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: SVGA, CD-ROM, hard disk, 486+. IBM - \$98.00*

American Conquest cdv
An epic real-time strategy game set in the Americas, from 1492 to 1813. Eight historical campaigns, 42 missions, up to 16,000 soldiers battle in stunning 3D landscapes. Includes 12 nations such as Spain, England, France, Aztecs, Mayas, Huron, USA, 106 buildings, 100 units, artillery, huge maps. *IBM Pen 450, 64mbRAM, IBM - \$71.00*
American Conquest Fight Back A stand-alone expansion pack. From 1517-1804, has 10 Battlefield missions, 5 new nations, Germany, Russian, Portugal, Netherlands, Haida; 26 missions in 8 campaigns, 50 new units, etc. *Pen 450, 64mbRAM, IBM - \$66.00*

AUSTERLITZ Napoleon's Greatest Victory Shrapnel
A stunning real-time strategy game based on Sid Meier's Gettysburg. Features the French, Austrian and Russian armies, thoroughly researched historical data and Order of Battles, 25 scenarios, ability to randomly generate battles, improved soldier animations, historical landmarks, multiplayer via LAN or network for up to 8 players, new command and control system. *IBM Pen II 266, 64mbRAM, Windows 95, IBM - \$99.00*

CAESAR III (Best Seller Series) Impressions
As a provincial governor charged with spreading the glory of Rome, your mission is clear: the naval battles, foster trade and industry, and make money. Make a career out of pleasing the emperor, battle barbarians and repel the Carthaginians. *IBM Requires: Pen 90, 16mbRAM, Windows 95, 4spCD-ROM, SVGA, IBM - \$20.50*

CAMPAIGN 1776 HPS
CD-case, in the late 1700s, the thirteen British colonies in American decided to do something incredible - declare their independence from their King and country. The resulting struggle would pit the most powerful country in the world against this rebellion. A grand tactical game of battles, with either true-wargame counters or 3D pieces on a hexagonal map. *IBM Requires: Pen 200, 32mb RAM, Windows 95, IBM - \$82.50*

Castles & Catapults Infogrames
Grab valuable units to replenish your attacking armies or bolster castle defenses; command wizards, knights and even a dragon through an ancient medieval campaign; assault enemy castles with catapults, rams, etc. *IBM Pen 600, 128mbRAM IBM - \$55.00*

CIVILIZATION III Gold Infogrames
Match wits against the greatest leaders of the world in an all out quest to build the ultimate empire and rule the world. *IBM Requires: Pen II 400, 64mbRAM, 16bitSVGA, IBM - \$55.00*

CIVIL WAR BATTLES Campaign Corinth HPS
Depicts the Mississippi front of the vast Confederate offensive in the Fall of 1862 that culminated in the battle of Corinth. Defending Federal garrisons in Mississippi and West Tennessee are Federal Generals Ulysses S. Grant and William S. Rosecrans. The heart of the game is the campaign. At each stage, players choose from 2 operational decisions that will result in a tactical battle to be played out on an expansive map, providing room for maneuver. The campaign is non-linear, with both offensive and defensive operational options available to each side. 197 scenarios. Tactical battles have a wonderful 3D view of units. *IBM Requires: Pen 133, 32mbRAM, Windows 95, IBM - \$82.50*

CIVIL WAR BATTLES Ozark Campaign HPS
Covers 1861 Missouri Campaign, 1862 Pea Ridge Campaign, 1862 Fall Campaign. Tactical battles have a wonderful 3D view of units. *Pen 200, 32mbRAM, IBM - \$69.00*

COLONIZATION Sid Meier's Microprose
The classic game of colonizing the New World with all its peril, promise and infinite possibility. Discover, explore, and colonize vast territories; play as France, England, Dutch or Spain. Balance economic, political and military strategy. Also has a random map generator. In a CD-Case. *IBM 386, 4mbRAM, IBM - \$23.10*

CUTHROATS Eidos
Reprint of a classic. Raid, pillage and plunder your way to infamy on the bounty-laden seas of the 17th century Caribbean. Capture ships, ravage towns, start with a small trading vessel and work up to a war galleon. Over 70 ports, a thousand different ships sailing around the coast, 300 different governors. *IBM Pen 166, 32mbRAM IBM - \$20.00*

EMPEROR Rise of the Middle Kingdom Impressions
A stunning civilization building game. Start with a plot of land by the Yangze, help your people thrive, discover new technologies, sex taxes, control trade, raise huge armies, invade other cities. Can you build the Great Wall? Even take your city online, where you can play up to eight players. 25% more detail than previous similar games, each citizen has a personality, and is smart enough to make your life easier. *IBM Pen II 400, 64mbRAM, 4mbSVGA, 4spCD-ROM, IBM - \$92.50*

Empire Earth: Gold Edition Contains Empire Earth plus the Art of Conquest Expansion. *Pen 350, 64mbRAM, 4mb3D, IBM - \$55.00*

EUROPA UNIVERSALS 1492 - 1792 paradox
A stunning historical strategy game simulating all aspects of world history from 1492-1792. Each player takes the role of one of the major nations of the era, controlling diplomacy, economy, warfare, exploration and colonization. 90 different nations potentially player controlled, powerful human-like AI, 11 scenarios including a grand campaign spanning 300 years, 500 historical missions and a random mission generator. 200 historical events, 800 name provinces, 100 named rivers, although real-time, it can be paused at any time, up to 8 players via LAN or internet. *IBM Requires: Pen 200, 2mbSVGA, 64mbRAM, 2spCD-ROM, Windows 95, IBM - \$25.00*

EUROPA UNIVERSALS Crown of the North paradox
Takes place between 1275 and 1340 where church and nobility hold all the power. Play as Sweden, Norway or Denmark. Treacherous political intrigue, develop economy, politics and military power. Don't upset the church, nobles, peasants or merchants! Play through LAN or internet. (Also includes Europa Universals II with 3 new campaign maps, eg Independent Europe, Vinland, Alternate Campaign.) *Pen II 266, 64mbRAM, IBM - \$68.00*

GODS and GENERALS American Civil War Activision
A first person shooter that puts you in six famous American Civil War battles: Chancellorsville, Rebel Yell, The Wilderness, Fredericksburg, Bull Run, Jackson's Stand. Missions include recon, sharpshooting, hand to hand combat, raids, and company commander. Includes footage from the film. *IBM Pen 500, 128mbRAM, 32mb3D, \$49.50*

GREAT EMPIRES COLLECTION Sierra
Has three great games in one collection: Pharaoh, where you construct cities and wonders in Ancient Egypt; Cleopatra, an expansion for Pharaoh, where you play as the Queen of the Nile, in the days of Julius Caesar; and Caesar II, where you build Rome and its impressive wonders and architecture. *IBM: Pen 133, 32mbRAM, IBM - \$97.50*

HIGHLAND WARRIORS Data Becker
Real-time strategy of 600 years of Scottish history, starting in 843 AD, including William Wallace and Robert the Bruce. Features heroes, real-time weather, full zoom capability, 4 historical campaigns with 30 missions, etc. *IBM Pen 3 800, 128mbRAM, IBM - \$110.00*

HORSE & MUSKET SG
Unboxed. Covers the entire 18th century of warfare. Your struggles will come on the battlefield as you try to adapt to the style of warfare as practised by the Duke of Marlborough, Maurice de Saxe and George Washington. The game is played on a leader by leader basis, where initiative shifts from one player to another over the course of a single turn. *IBM Requires: 486/66, 16mbRAM, SVGA, IBM - \$110.00*

IMPERIALISM II SSI
Reprint of a classic. Exploit the New World to amass riches and enough power to dominate Europe's political landscape. 40 military and civilian units, use diplomacy, spies, military. *IBM Pen 100, 16mbRAM, IBM - \$10.00*

Jutland HPS
A WW1 real time naval tactical game which models individual ships and capabilities. 12 scenarios, fog of war, armor belts, mines, smoke laying effects, single person against computer or multiplayer via LAN, scenario editor. *IBM Pen 200, Windows 98+, 32mbRAM, IBM - \$82.50*

LA GRANDE ARMEE AT AUSTERLITZ matrix games
You play Napoleon or Austria. No more hexes, just a precise co-ordinate system allowing accurate movement on a seamless battlefield. Losses take into account terrain, the soldier's position, orientation and organization; three levels of AI, fight in summer sunshine, autumn rains or foggy winter weather. You can play either 2D or with a stunning 3D view of soldiers arrayed in 3D formations. *IBM Requires: Windows 95, Pen II 500, 64mbRAM, 4mbSVGA, 8spCD-ROM, IBM - \$99.00*

LEGION GOLD StrategyFirst
Contains the Legion computer game, plus all new Gold features - three new campaigns with new races, units, and even a fantasy setting. Improved strategy and tactical elements, improved diplomacy and economy. 3 levels of difficulty to provide a challenge to all gamers. *Pen 233, 64mbRAM, 2mbSVGA, CD-ROM, IBM - \$82.50*
Charlottesville War The Legion computer game system, this time set in the Biblical Christ era. Egyptians, Babylonians, Assyrians. 58 nations on a huge map covering the whole of the Middle East. 164 cities, 80 towns, advances in technology, 30 troop types, barbarian tribes, trade, diplomats. *Pen 300, 64mbRAM, 4mbSVGA, IBM - \$82.50*

MEDIEVAL - TOTAL War Gold Activision
A medieval version of Shogun Total War. Wage epic 3D battles. Command more than 10,000 troops across more than 400 battlefields from the lush grasslands of Western Europe to the deserts of North Africa. Includes Viking Invasion. *IBM Requires: 16mbSVGA with 32accel, Pen II 350, 128mbRAM, 4spCD, IBM - \$60.00*
Shogun - Total War The original version of the game set in 1542 Japan, plus the expansion that adds the Mongol invasion in the 13th century. *IBM - \$44.00*

NAPOLEONIC BATTLES: Campaign Eckmuhl HPS
In 1809 the Austrian rulers sought revenge for the defeat by Napoleon in 1805 and for the archduke Charles, they invaded Bavaria in an attempt to destroy the scattered Army of Germany. Can Napoleon arrive in time to unite his men or will his army be defeated in detail? *IBM Requires: Pen 133, 32mbRAM, Windows 95, IBM - \$82.50*

NAPOLEONIC BATTLES: Napoleon's Russian Campaign HPS
Covers Napoleon's complete campaign in Russia, from the first battles through Borodino and the retreat of the Grand Army. Over 20 maps and over 100 scenarios. Also included is a campaign game which allows the player to conduct the complete Russian campaign. Can be played in 2D or 3D mode. *IBM Requires: Pen 133, 32mbRAM, Windows 95, IBM - \$80.00*

NAPOLEONIC BATTLES: Campaign Wagram HPS
Napoleon is ready to gain final victory over the Austrians. The resulting battle at Wagram was one of the largest battles of that time. Over 120 scenarios, scenario editor, play against computer, hot-seat, or multiplayer over LAN or internet; 2D or 3D maps, includes battle of Aspern-Essling too. *IBM Pen 200, 32mbRAM, Win 98, IBM - \$82.50*

Pax Romana Dream Catcher
Two game modes, strategic or political. Set in 272 BC, a huge map with 100 nations, 500 operations, 4 levels of zoom, Fight on land or sea, use diplomatic sensors, go on war, play solo or multiplayer. *IBM Pen II 500, 128mbRAM, 32mb3Dcard, IBM - \$93.50*

PATRICIAN II Quest for Power Strategy First
A simulation of the Roman Empire featuring elements of construction and the historical background of maritime trade during the 1300s. With trade, economics, sea battles and diplomacy; a number of game modes and objectives; single missions, life-long campaigns, beautiful, historical graphics; realistic simulation of a complex world of transport, transport, trade, consumption. *IBM Pen II 233, 32mbRAM, IBM - \$90.00*

Pharaoh with Cleopatra Expansion Sierra
Build a kingdom in ancient Egypt in this stunning strategy city building game. Includes the Cleopatra Expansion. *IBM Requires: Pen 133, 32mbRAM, IBM - \$20.00*

PORT ROYALE Gold, Power and Pirates SAL
Become a buccannier by order of the government. Plunder and seize the towns of your enemies. Amass a commanding fleet and you could even strike the pirates first. During the naval battles, all the ships, damage, smoke and blazing fires are displayed in stunningly realistic 3D. 60 towns, 20 ship battles. *Pen 450, 64mbRAM, 16mb3D, IBM - \$66.00*

PRAETORIANS *
An epic real-time strategy game set at the rise of the Roman Empire and Julius Caesar's drive to extend it's borders. Travel through 24 missions across desert battlefields of Egypt, frozen barbarian landscapes, and finally into the heart of Italy. *IBM Pen II 500, 256mbRAM, 16mb3Dcard, IBM - \$55.00*

RED ACE SQUADRON global star
A WW1 fighter simulator with 8 flyable aircraft from 1917, four from each side of the conflict. Fly heavy bombers, scout missions, 20 missions. *IBM Pen 233, 32mbRAM IBM - \$49.50*

RISE OF NATIONS Microsoft
Master 6,000 years of human history, with multiple victory conditions such as military or diplomatic. 6 tutorials, play on a real map of the world, take over one territory at a time, 50 technologies, 8 epochs, 3 levels of zoom, 18 unique nations, multiplayer over internet or LAN. *IBM Pen II 500, 128mbRAM, 16mb3Dcard, IBM - \$90.00*

THE ENTENTE BATTLEFIELDS WWI redant
Amazing authentic (real-time?) strategy game of WW1, 1914 - 1918, based heavily on real events. You can play as either Russia, France, Germany, Austria or Britain. Has five historical campaigns, 3D landscapes, 3D landscapes, up to 10,000 units per side in battle, non-linear mission structure. *IBM Pen II 266, 128mbRAM, IBM - \$50.00*

THE FRENCH AND INDIAN WAR HPS
The French and Indian War was the North American part of a much larger war, the Seven Years War. 180 scenarios cover 29 battles, 2D or 3D modes, an extended campaign game, single or multiplayer. *IBM Pen 200+, 32mbRAM, IBM - \$80.00*

THE WAR OF 1812 HPS
In 1812, the young United States started a war with Britain and her Indian allies in North America. They wanted British and Indian lands, but the attempted conquest of Canada and the Indian nations saw two years of bloody war marked by blunder which ended in virtual stalemate. Features beautiful graphics, option to have traditional counters or 3D units. Relight the Allied invasion of France. *IBM Requires: Pen 133, 32mbRAM, IBM - \$82.50*

Tsushima HPS
A WW1 naval tactical game which models individual ships and capabilities. The Russian Baltic Fleet gives battle with the Japanese forces under Admiral Togo in the Tsushima Strait. *Pen II 450, 128mbRAM, 32mb3Dcard, IBM - \$82.50*

TWO THRONES paradox
Set between 1337 and 1490 while England and France go head to head. Supports multiplayer, play as one of several factions, survive medieval politics, develop an economic, political and military powerbase, but don't alienate the church, nobility, peasants or merchants. Raise armies. *IBM Pen 450, 128mbRAM, IBM - \$70.00*

VICTORIA An Empire Under the Sun Auran
Similar to Europa Universals. Covers 1836 - 1920, where you guide your nation through one hundred years of history. Take sides in the US Civil War, crush the Zulus, fight the Crimean War, full economic systems, build ironclads, fight through WWI, full scenario editor, complete multiplayer support. *Pen III 450, 128mbRAM, IBM - \$66.00*

WATERLOO Napoleon's Last Battle Strategy First
Based on Sid Meier's Gettysburg engine. Features exhaustively researched historical data and army order of battles; over 60 different uniforms including the Old and Young Guard, Hussars, dragoons, cuirassiers, historical landmarks such as Hougoumont, La Haye Sainte, Plancton Church; over 25 historical and what-if scenarios, design your own random battles. *IBM Requires: Pen II 266, 64mbRAM, Windows 95, IBM - \$90.00*

WAR AGE of IMPERIALISM EagleGames
The popular boardgame turned faithfully into a computer game. Set from 1830 - 1900, it is a game of empire building, exploration, economic expansion, technology, diplomacy, and tactical battles. New features include Nih & Sh America, play against the computer or up to 7 humans. *IBM Pen 500, 128mbRAM, IBM - \$100.00*

WAR AND PEACE 1796 - 1815 Microdos
Lead your nation through realistic historical settings, controlling internal policies, scientific development, war and diplomacy. Shows the whole world modeled in 3D, infantry, artillery, cavalry and naval. 6 player nations and 30 neutral nations that defend their interests, formations, historical characters, etc. *IBM Pen IV 800, 128mbRAM, IBM - \$55.00*

World War II

ADVANCE OF THE REICH Squad Battles hps
Tactical level simulation of the fighting during 1941 in Russia. Players typically control several squad sized elements and possibly several vehicles in each scenario. Includes German, SS, Russian, Guards, Italian, Rumanian, Militia, and Russian Naval soldiers and a very complete vehicle and weapon database from the 1941 to 1942 time period on the Eastern Front. *Pen 200, 32mbRAM, IBM - \$69.00*

ANOTHER WAR Mirage
Team based WW2 game in which the main character tries to rescue his friend, with the war raging in the background. With lots of dialogue, intrigue, and detail. Challenging puzzles, brilliantly constructed combat, 3 hero classes, 120 weapons, 500 opponents, 50 randomly generated areas. *IBM Pen 300, 64mbRAM, 8mb graphics, IBM - \$50.00*

B-17 Flying Fortress: The Mighty 8th Microprose
Fly the bomber and become an expert at all ten B-17 crew positions. Or be an escort fighter pilot in a P-38, P-51 or P-47. Or take on the role of the Luftwaffe and fly a Bf109, FW190 or Me262, and try to shoot down the B-17s and their escorts. Fantastic graphics. *IBM Requires: Pen 200, 128mbRAM, 3dfx Voodoo2, 8spCD-ROM, IBM - \$33.00*

BATTLEFIELD 1942 Reload pack EA Games
A stunning new explosive online 3D shooter. Wage war with up to 64 players. Fight your way to victory in the most intense battles of WW2. Choose your weapon and then jump into a raging firefight. You can climb into tanks to control its weapons, onto aircraft carriers, fire bazookas and 20 authentic weapons, command over 35 vehicles. Combat in 4 theatres, South Pacific, North Africa, Eastern and Western Europe. Can be played single player with bots. Includes The Road to Rome Expansion. *IBM Requires: Pen II 500, 128mbRAM, 2mb3Dcard, IBM - \$92.50*
Battlefield 1942 Expansion Pack: Secret Weapons of WWII Many of these experimental weapons never saw combat: German man rocket pack, guided rockets, eight new secret battles, auto 5 shotgun, throwing knives, secret forces. *IBM - \$51.00*

BATTLE OF BRITAIN, Rowan's Talonsoft
Set in 1940, fly five authentic aircraft including Spitfire, Me 109 and Stuka. Man bomber gun positions, great ground detail, direct the RAF, etc. *IBM Pen 400, IBM - \$10.00*

BLITZKRIEG cdv
A stunning WW2 real-time strategy with over 200 authentic 3D fighting units, 40 infantry types, and 8 nations. Command Allied, German or Soviet forces in 3 campaigns with 23 historical battles, and unlimited random missions. Includes trains, coastal artillery, armies improved with experience, all landscape objects are destructible, enemy equipment can be stolen and used, use engineers. *IBM Pen II 366, 64mbRAM, 8mb3Dcard, IBM - \$95.00*

CLOSE COMBAT IV Battle of the Bulge Microsoft
Real-time, accurate World War II strategy game that puts you in command of either the Allied or Axis forces during the epic Battle of the Bulge in 1944. Has sneak attacks, spies, saboteurs. *Pen 200, 32mbRAM, 4spCD-ROM, 4mbSVGA, Windows 95, IBM - \$20.00*

CLOSE COMBAT Invasion: Normandy SSI
Re-live the campaign that gave the Allies a foothold on the doorstep of Fortress Europe, from Utah Beach to Cherbourg. Assign limited support assets like air strikes, mortar and naval gunfire; campaign movement allows movement of multiple battlegroups on a strategic map. Over 300 units. *IBM Requires: Pen 200, 32mbRAM, 4spCD-ROM, 4mbSVGA, Windows 95, DVD case, IBM - \$20.00*

Combat Command 2 Desert Rats Shrapnel
Unboxed. Computer scale gaming system that allows players to conduct WW2 era operations. Each scenario has more divisions in a several day battle. Focuses on the North African Theatre of WW2. Also has a scenario editor. *IBM Pen 2 266 IBM - \$77.00*

Combat Flight Simulator 3 WWII Battle for Europe Microsoft
With a brand new graphics engine, highly detailed ground attack targets and countryside, enhanced weather graphics, from the ruins of WW2 aircraft including eardest jets, man the bombardier or gunner position, battle in thrilling multiplayer, experience stunningly accurate 3D cockpit detail. *IBM Pen II 400, 16mb3Dcard, 128mbRAM, IBM - \$108.00*

Combat Medic Special Ops Legacy
Pack the right medical equipment for the mission, shoot any enemy in the way, drag your own wounded to safety, call for medevac, and treat the wounded to keep them alive. 3D views for patient treatment and navigation, 10 missions, 45 different types of injuries, 3D difficulties of play. *IBM Pen II, 128mbRAM, IBM - \$52.80*

Combat Mission Beyond Overlord Special Ed cdv
A turn-based hybrid 3D simulation of WW2 tactical warfare on the Western Front from Normandy to Germany in 1945. You can play as either side. Mixture of turn-based and real-time action. Has 50 scenarios. *IBM Pen I 166, 64mbRAM, 16mb3D IBM - \$55.00*

Combat Mission 2 Barbarossa to Berlin Special Edition cdv
A turn-based real-time 3D simulation of WW2 tactical warfare on the Eastern Front from 1941 - 1945. Players give orders during the orders phase, then watch them unfold real-time. With Germany, Russia, Finland, Hungary, Rumania, Poland, Italy. Great 3D effects, over 300 vehicle types, 600 other unit types, 50 extensive missions, map editor, quick battle creator, extra 50 missions. This special ed has an extra 50 missions (125 total), winter camouflage, new units, 200 page manual, etc. *IBM Pen 2 500, 64mbRAM, IBM - \$80.00*

Combat Mission 3 Afrika Korps cdv
A turn-based real-time 3D simulation of WW2 tactical warfare in North Africa, Crete, Sicily and Italy in WW2. 7 campaign maps, 60 scenarios, 3D graphics, 800 types of units such as tanks, infantry, artillery, planes, a quick battle creator develops scenarios in a matter of seconds, supports hot seat, internet, etc. *IBM Pen 2 233, 64mbRAM, IBM - \$99.00*

COMMANDER'S COLLECTION Various
Contains 3 popular computer games - Silent Hunter II submarine warfare in WW2, 2 Stormovik, WW2 Soviet fighter simulator, and Flanker 2.5, a modern Soviet fighter simulator. *IBM Requires: Pen 400, 128mbRAM, 16mb3Dcard, IBM - \$55.00*

COMMANDOS Ammo Pack Eidos
Contains both Commands Behind Enemy Lines and Commandos Beyond the Call of Duty. *IBM Requires: Pen 166, 32mbRAM, IBM - \$44.00*

COMMANDOS 2 Men of Courage Eidos
A real-time tactics game set in WW2 that puts you in command of a small squad of elite troopers. With authentic WWII scenarios in 10 missions spanning 9 environments, and co-op multiplayer. *IBM Requires: Pen 266, 64mbRAM, 4mbSVGA, IBM - \$22.00*

COMMANDOS 3 Destination Berlin Eidos
The Commandos deadliest mission yet as you go deep into enemy territory in three extensive campaigns. From the ruins of Stalingrad through Nazi occupied central Europe, and onto the Normandy beaches. Command 6 characters, new tactical system, more action than before. *IBM Requires: Pen III 1GHz, 256mbRAM, 6mb3Dcard, IBM - \$99.00*

COMMANDOS Platinum Collection Eidos
Contains both real-time strategy games, Commandos and Commandos 2. *IBM Requires: Pen II 450, 128mbRAM, 32mb3Dcard, IBM - \$55.00*

38 - Computer Games

COMPUTER WAR IN EUROPE

SG
A simulation of the European Theatre of Operations in WWII and brings the classic SPI board game into the computer age. Players control ground, air and naval forces, economies and political efforts. Brigade to corps-sized units. Choose what to build with your resources available. All the huge maps and 3,600 counters are consolidated by the PC which easily handles all tedious book keeping etc. you zoom to inspect individual status and see the whole map at once. Play the game against one or two human opponents by email or hot seat, there is NO computer opponent. A dozen scenarios and the complete war. IBM requires 386/IBM - \$98.70

DANGER FORWARD Combat Command II

shrapnel
A unique game system that authentically recreates the most exciting engagements of WWII. Emphasizing command control and combined arms, the first volume of the series, Danger Forward, focuses on the Mediterranean and Western Front, from 1940-1945. Innovative rules, including the most detailed treatment of paratroops and amphibious landings ever in a computer wargame, make Combat Command a unique and exciting gaming experience. IBM Requires: Pen 166, 32mbRAM, Windows 95 IBM - \$90.00

EAGLES STRIKE

HPS
The strike of the American Eagles from D-Day 1944, to the bocage, to the Ardennes and beyond. With a traditional counter map or a stunning 3D miniatures type view. Features include satchel charges, smoke, wire, mines, gliders, Para drops, artillery, mortars, armored fighting vehicles, and many more. Players typically control several squad sized elements and possibly several vehicles in each scenario. Alternately, a campaign game is included, with two American and one German campaign to choose from. IBM Requires: Pen 120, Windows 98, 32mbRAM. IBM - \$80.00

FIGHTING STEEL

SSI
SSI's classic WW2 naval combat game, 1939 — 1942, available as a CD only. Fighting Steel allows for real-time, 3D ship-to-ship combat in both the Atlantic and Pacific theaters. Your viewpoint is alterable on the fly in any direction, allowing you to view combat from a number of angles. IBM Pen 133, 64mbRAM, 4mb3Dcard. IBM - \$20.00

FORTRESS EUROPE

matrix games
An isometric 3D wargame. Play as either the Allies, US, British or Germans, from D-Day in Normandy as you invade or defend France. Control strategic as well as operation parts of the campaign, dynamic 3D battlefields with environmental effects, realistic supply model, choose your own beach landings, command units from battalions to divisions, historical & whatif scenarios. IBM Pen 120, 32mbRAM. IBM - \$77.00

FRONTLINE ATTACK War Over Europe

eidos
Improve WWII war in Europe. Control Allied, German or Russian forces from France, Italy to Russia and Germany itself. Great 3D maps, different seasons, night and day occur during missions, 15 extra missions to play in skirmish mode, create your own missions, infiltrate buildings and abandoned vehicles. IBM Pen 3, 12mbRAM, 3Dcard. \$55.00

FRONTLINE COMMAND

strategy first
Strategy game of WW2 with a 3D engine, a morale system that effects the actions of units in play, adaptive AI, 25 single player campaigns, 46 units. PII 500, 128mbRAM. \$77.00

G.I. COMBAT Episode I Battle for Normandy

strategy first
A 3D real-time strategy game, set in the Normandy Campaign, with a dynamic 3D environment. Dozens of historical and hypothetical scenarios from D-Day to Operation Cobra, accurate physics model, 80 different squad types, branching to new events and missions, mission editor, over 40 individual vehicles and artillery, meticulous terrain models. IBM Requires: Pen 111 500, 128mbRAM, 32mb3Dcard. IBM - \$77.00

Guadalcanal

HPS
Naval campaign including all the ships present at the battle, radar, scenario editor, smoke layout, visibility, mines, torpedoes, armor belts. Pen 200, 32mbRAM. IBM - \$69.00

HEARTS OF IRON 1936 — 1948

strategy first
The people who made Universals I & II bring us this grand strategy game of WW2. Control and conquer any country as Fascism, Communism and Democracy clash. Over 10 years of WW2 coverage and hundreds of hours of game play. Unique deep diplomatic model, highly advanced tech research model, thousands of historical leaders and generals, over 100 military units for the strategic military system, scenario editor. IBM Requires: IBM Pen 120, 64mbRAM, 2mbSVGA. IBM - \$40.00

HIDDEN & DANGEROUS 2

illusion
A WW2 3D adventure featuring a new game engine and an involving storyline. Places you in the ranks of the SAS where you fight through 20 single player missions of daring commando raids against German, Italian and Japanese in several theatres. 40 weapons, 20 vehicles. IBM Pen III 1 Ghz, 128 mbRAM, 32mb3Dcard. IBM - \$90.00

IL-2 Sturmovik FORGOTTEN BATTLES Gold Pack

Ubisoft
Includes the Ace Expansion Pack. Discover the war on the Eastern Front in WW2 with the most accurate historical flight simulation ever created. Play as Germany, Finland, USSR or USSR as a fighter or bomber pilot and embark on dynamic campaigns. 85 flyable aircraft in a further 49 you can't fly. Adjustable difficulty level. Play online against up to 32 other players in daylight or co-operative mode. IBM Pen 100 750mbRAM, 32mb3Dcard. IBM - \$85.00
IL-2 Sturmovik Forgotten Battles Ace Expansion Pack Expansion with 29 new aircraft, 9 new scenarios, 4 multiplayer campaigns, 33 single mission, 10 co-op multiplayer missions. IBM Pen III 800, 256mbRAM, 32mb3Dcard. IBM - \$32.00

IWO JIMA

Valusoft
A first person shooter team based game of the US Marines 1945, Feb 19th assault on Japanese held Iwo Jima. Command a squad of battle hardened Marines through daring maneuvers and all-out jungle warfare, fight through 12 combat missions, arm yourself with 10 lethal weapons. IBM Requires: Pen 266, 64mbRAM, 8mb3Dcard. IBM - \$49.50

LUFTWAFFE COMMANDER

SSI
A WW2 flight simulator. Return to a time when the deadly Me-109 ruled the sky. Here you can fly ten aircraft, including the Me-109, Me-262, I-16, P-39, Spitfire, P-51, etc. Terronze Allied or Axis forces in five combat areas, Spain, France, Great Britain, Russia, Germany, with over 500,000 square miles of terrain. Choose from 2 flight modes. IBM Pen 166, 32mbRAM, 8spCD-ROM, 4mb3D accelerator card, Windows 95. IBM - \$33.00

OPERATION BLOCKADE

Atari
Arcade-style WW2 game with simple game controls. Increasingly difficult game play, historical weapons, graphics, expansions, co-op and competitive multiplayer, even use artillery and AA weapons. IBM Pen II 350, 128mbRAM, Windows98. IBM - \$33.00

PANZER CAMPAIGNS: BULGE 44

HPS
Operational level game of the German offensive in the Ardennes in 1944. Over 2,700 units represent the German 6th Panzer, 6th Panzer, and 7th Armies and the Allied forces, mainly at battalion and company level. Lovely graphics. IBM Requires: Pen 133, Windows 95, 32mbRAM. IBM - \$82.50

PANZER CAMPAIGNS Kharkov 42

HPS
Stalin launches a counterattack from a bulge in the line, with the goal of taking back Kharkov. With stunning graphics. You can play with a traditional wargamers topview map, or with a semi-3D hexagonal system. IBM Requires: Pen 133, 32mbRAM. \$82.50

PANZER CAMPAIGNS Korsun 44

HPS
A John Tiller game. By the end of 1943 Hitler ordered the German forces in the Dnepr bend to hold at all costs. Attacking on January 24 1944 on both sides of this bulge, the Soviet forces encircled over 60,000 Germans. Pen 200, 32mbRAM. \$82.50

PANZER CAMPAIGNS Kursk 43

HPS
This is without question the largest Panzer Campaign game in the series, as the action over the entire bulge (north and south offensives) is covered, 4,700 units, 18 scenarios, the complete campaign game itself has 121 turns, 2D or 3D mode. Pen 200, 32mbRAM. \$82.50

PANZER CAMPAIGNS Normandy 44

HPS
After 4 years of German occupation, the Allied forces in England were ready to liberate France. Features beautiful graphics, option to have traditional counters or 3D units. Refight the Allied invasion of France. IBM Requires: Pen 133, 32mbRAM. \$82.50

PANZER CAMPAIGNS Rzhev 42

HPS
As the Soviet player, can you do what Zhukov could not accomplish - eliminate the German threat on Moscow and pinch off the Rzhev salient? 29 scenarios. Pen 200, 32mbRAM. IBM - \$69.00

PANZER CAMPAIGNS Sicily 43

HPS
It took the Allies 43 days to capture Sicily from the Germans, can you do it faster? 26 historical scenarios plus a 351 turn campaign, 1,600 units for the Germans, Italians, British and Americans, battalion/company level. Pen 133, 32mbRAM. \$77.00

PANZER CAMPAIGNS Smolensk 41

HPS
Old-style wargaming with a clean, modern look. Over 1500 battalion sized units represent PanzerGruppen Guderian and Hoth, the supporting Infantry Divisions of Army Group Center, and the massive forces of the Soviet Western Front. Can be played in 2D or 3D modes. IBM Requires: Pen 166, 16mbRAM, SVGA. IBM - \$82.50

PANZER CAMPAIGNS Tobruk 41

HPS
In 1940 the British had little trouble pushing the Italian army in Libya away from the Egyptian border. However, early 1941 new General Rommel arrived and quickly took the offensive. Features beautiful graphics, option to have traditional counters or 3D units. Refight the Allied invasion of France. IBM Requires: Pen 133, 32mbRAM. \$82.50

PANZER CLAWS

Eidos
Command the Allied, German or Soviet forces in this real-time strategy game of WW2. Over 20 historical missions from 1941 to D-Day. Plan assaults carefully as time of day and weather conditions affect the map and behaviour of units; easy to use map editor, multiplayer through LAN or Internet. IBM Pen II 450, 128mbRAM, 16mb3D IBM - \$99.00

PANZER COMMANDER

SSI
SSI's classic WW2 tank simulator. Now available as a CD only. Features winter, summer, and steppe, including buildings, cliffs, hedgerows, etc. Realism settings including vehicle performance, vulnerability and ammo supply, and weapons range and accuracy. Includes an editor, 3 German, 3 Russian campaigns with 24+ scenarios each, player careers, 40 standalone scenarios. IBM - \$20.00

PANZER ELITE Special Edition

JoWood
Command a tank platoon in 80 scenarios based on real battles from 1942-44 in Europe and North Africa. Play as German or American. Has over 100 different vehicles for you to command, including technological upgrades as the war continues; comprehensive landscape, a scenario editor, new campaigns against British and Russians, single or multiplayer, multiple difficulty levels. Unbelievable graphics. IBM Requires: Pen II 350, 64mbRAM, 4mbSVGA, Windows 95. IBM - \$66.00

PANZER GENERAL II

SSI
Witness the Living Battlefield, with photo quality tanks, guns, buildings, mountains, roads, etc. With thirty painstakingly crafted battlefields that are faithful to the real ones in WW2. Game play is fantastic, with the campaign starting in Spain, and going onto the Eastern, African and Western Fronts. IBM Requires: Pentium 90+, 16mbRAM, 1mb SVGA, hard disk, 4spCD-ROM. \$30.00

PANZER GENERAL III Scorched Earth

SSI
Bitter fighting on the Eastern Front in WW2. IBM PII 266, 32mbRAM. IBM - \$10.00

PANZER GENERAL - 3D Assault

SSI
A realistic look-and-feel unprecedented in strategy gaming. Position weapons and troops on all real 3D battlefields which exhibits realistic lightning and weather effects. Includes a new, simple and addictive game system. IBM Requires: Windows 95, Pen II 233, 8mb3Dcard, 64mbRAM, 8spCD. IBM - \$30.00

PANZER GENERAL - 3D Scorched Earth

SSI
Transports you to the bitter, brutal fighting that is the Eastern Front. Battle your way to Berlin as the Soviet Commander or march to Moscow as the Panzer General. The battle generator creates random battles using American, British, German or Russian forces. Improved 3D effects generate fog, rain and snow. IBM Requires: Pen II 266, 32mbRAM, 4spCD-ROM, 8mb 3D video card. IBM - \$30.00

RUSSO-GERMAN WAR 41-44

Schwerpunkt
Comes in a packet. Russo-German War 41-44 (RGW) is an operational level wargame that covers combat between Germany and Russia from 22 June 1941 to 29 October 1941. The RGW map is 154 X 136 hexes covering Poland to the Urals and Southern Finland to the Caucasus. There are 868 villages, towns and cities on the map. Each hex is approximately 10 miles (center-to-center) and each turn is one week. IBM Requires: Pen 233, 64mbRAM. IBM - \$110.00

SECRET WEAPONS OVER NORMANDY

LucasArts
PILOT 20 authentic aircraft in battles over the Third Reich. Includes the Me163 Komet, P-38 Lightning, 30 missions across the globe, mission editor, no flight training required. IBM Requires: Pen III 850, 256mbRAM, 32mb3Dcard. IBM - \$86.00

SILENT HUNTER II

SSI
Recreates WWII's epic battle for control of the Atlantic. Take command of a cunning and deadly U-boat and test your skill against Allied naval forces. IBM Requires: Pen II 266, 64mbRAM, 16mb3Dcard. IBM - \$33.00

DESTROYER COMMAND

SSI
Can't play against Silent Hunter II on the internet. Take command of a US Destroyer and patrol the Pacific and Atlantic. Advance up to command 8 destroyers and protect your fleet from surface and air attacks. Engage land targets, shepherd convoys to Europe, take on U-boats, co-operative and head to head for up to 8 players, fully interactive ship stations. IBM Pen II 266, 64mbRAM, 16mb3Dcard. IBM - \$33.00

SOLDIERS AT WAR

SSI
Reprint of a classic. A turn based, squad level combat game like a good WW2 movie. Lead a squad of 8 men in a campaign of 18 linked scenarios. D-Day, Monte Cassino, Anzio, etc. IBM Pen 120, 16mbRAM, 2mbSVGA. IBM - \$10.00

STEEL PANTHERS Mega Campaign 3 Guadalcanal 1942

Matrix
For Steel Panthers 5.0 (also downloadable for free from Matrix Games). Mega campaigns are not linear, and branch into dozens of directions, depending on the victory level achieved by the player. You command a Marine Rifle Company and are part of the initial invasion of Guadalcanal in 1942. Japan must not complete that airfield it is building! Requires: Pen 60, 16mbRAM, 1mbSVGA. IBM - \$77.00

STEEL PANTHERS III

SSI
Re-release of the classic game of armored warfare from 1939 — 1999. 6 campaigns and 40 scenarios, platoon sized units, 20 WW2 and 40 post WW2 countries, random scenario generator. IBM Requires: 486/66, 16mbRAM, 1mbSVGA. IBM - \$27.40

SQUAD LEADER Avalon Hill s

Microprose
Avalon Hill's Squad Leader lets you experience real front-line military command. Has a color, boot camp style tutorial, three historical campaigns — Normandy, Bulge, and Arnhem; each campaign includes ten missions and assorted random operations; upgradeable squad strength 300 soldier biographies with individual storylines and options — they even get their own mail, which you can read! Control US, British or German soldiers. IBM Requires: Pen II 233, 32mbRAM, 2mbSVGA. IBM - \$33.00

STRATEGIC COMMAND European Theatre

Auran
Take command of the Allied or Axis forces and fight over Europe in WW2. Control political, economic, research, and command your armed forces and famous generals. Has historical campaigns such as Barbarossa and D-Day, special focus given to multiplayer, including network, the net, and even PBEM. P200, 32mbRAM. \$48.50

SUDDEN STRIKE Gold

Strategy First
A stunning Red-Air-style real-time strategy game set in WW2, with Russian, German, French, American and British units. With amazing game depth, tactical opportunities and magnificent game play. Up to 1,000 units per side; bridges, houses, fortifications, trees etc. are all destructible; multiplayer mode with up to 16 players across 4 teams; realistic battle simulation and explosions; over 40 missions; includes SUDDEN STRIKE FOREVER. IBM Requires: Pen II 200, 32mbRAM, SVGA, 6spCD-ROM, SVGA. IBM - \$44.00

SUDDEN STRIKE II

cdv
A stunning Red-Air-style real-time strategy game set in WW2, with German, Russian, British, American, and Japanese troops. Fight on water, land, and in the air. Over 40 missions in 5 campaigns or separate scenarios, up to 1,000 units per scenario, controllable boats, rail in supplies, new orders options, you can destroy bridges, trees and houses, new units. IBM Pen II 333, 64mbRAM, 4spCD-ROM. IBM - \$33.00

The Proud and the Faw

HPS
Squad Battles: The Proud and the Faw. Contains 40 scenarios covering the entire Pacific Theater in World War II involving the US Marine Corps. Scenarios include Wake Island, Tarawa, Guadalcanal, Iwo Jima, and others. New features include caves and cave movement, Banzi charges, K-9 dogs, and other unique features of the Pacific War. There are complete maps of Wake Island, Iwo Jima, Roi-Namur, Makin Island, and many more. Thirty-Five submarines have been added of many types of terrain found in the Pacific. Includes beaches, mountains, village complexes, valleys, dense terrain, and others. IBM Requires: Pen 133, 32mbRAM. IBM - \$80.00

The War Engine

Shrapnel
The War Engine is the ultimate game's package. In one gaming system and construction set you can literally build any type of war or conflict style game you want, your only limit is your imagination! 7 gaming modules, developed with The War Engine, that are included in this revolutionary system. The War Engine is not only show you what is possible with the War Engine construction set, but they can be a starting point for your own game development. They include a classic sci-fi squad based game, a tour of duty in France in 1944, a fantasy wargame, an operational WW2 game, a game of battle, large fleets of spaceships go head to head, etc. IBM Requires: Pen 250, 64mbRAM, 16mbSVGA. IBM - \$99.00

Tiger Hunt

Infogrames
Stunning 3D game as you manoeuvre an M4 Sherman tank with pick up and play controls to hunt down Panthers and Tigers. Blast through multi-level scenarios of non-linear, historically rendered vehicles. IBM Pen II 350, 128mbRAM, 16mbcard. IBM - \$33.00

Uncommon Valor — Campaign for the South Pacific

matrix
By Gary Grisby, has seldom before achieved in a game of this scale. Covers the WW2 campaigns of New Guinea, New Britain, New Ireland and the Solomon Islands. With an innovative game system that tracks every ship, vehicle, aircraft, gun and squad. You command hundreds of ships from 200 ship classes, also a vast array of aircraft. You must also send supplies where most needed. 18 scenarios from small naval engagements to massive campaigns, and the full campaign scenario. IBM Requires: Pen II 400, 64mbRAM, 8mbSVGA, 8spCD-ROM. IBM - \$99.00

WarCommander

cdv
A perfect blend of hands-on real-time strategy and gripping tactics and lots of action. You are in command of the US Rangers in 1944, a specialist unit. Lead your troops through two extended campaigns. Use your pioneers to build all manner of field defenses. 3 difficulty levels, supports multiplayer including Last Man Standing and Capture the Flag, 14 campaign scenarios, per day, day and night cycles, etc. IBM Requires: Pen II 400, 64mbRAM, 8spCD-ROM. IBM - \$77.00

Wargames 2000

Mindsim
Data and facts on wargaming available today. Has on-disk wargaming books by Peter Perla and Jim Dunnigan, ready-to-play rules sets, other books, plus a fully playable demo of The Operational Art of War, TacOps, the Aide de Camp 2 utility, ADC2 game sets, bibliographies, etc. IBM Requires: Pen 166, 16mbRAM. IBM - \$82.50

World War II Interactive Atlas

ProFantasy
Not a computer game, but an interactive cartographic overview of the events and battles of WW2. Cycle through each month of the conflict, click on important areas to bring up more detailed maps of the conflict. Hide or show units, troop movements and detail, then print at any zoom scale. Created with Campaign Cartographer 2. Pen. IBM - \$80.00

Post World War II

BCT COMMANDER

Shrapnel
A battalion/brigade level simulation used by the US army to train its senior commanders; includes a construction set; Expansion Sets 1 and 2; modern combat equipment including: M1A2, LAV-25, SMAW, AH-1W, UH-60, AV-8BII, T-72, BMP-3, ZSU-23-4 SA-9, 2S3, BRDM-2 real-time but with the ability to pause when giving orders; fog of war shows the entire terrain but not the enemy units until you find them; you can play both sides. IBM Requires: Pen 133, 16mbRAM. IBM - \$99.00

COUNTERSTRIKE CONDITION ZERO

Sierra
The world's #1 online action game, from the makers of Half-Life and Counterstrike. Introduces a new blend of single player gaming, and expands upon the wildly addictive multiplayer of its predecessor. Lead the world's most elite counter-terrorist forces in this stunning first person shooter. IBM PII 500, 96mbRAM. IBM - \$70.00

DECISIVE ACTION

UPS
A realistic tactical simulation of modern division and corps-level combat. Based on an earlier game designed by the author to teach tactics at the US Army Command College. Models all seven battlefield operational systems: maneuver, fire, intelligence, air defense, mobility and survivability, command & control, and logistics. Its use of military graphics, terms and maps, makes it a unique experience. IBM Pen 166, 32mbRAM. \$92.00

Farcry

Ubisoft
Heavily armed mercenaries are just the beginning of this getaway island gone to hell. A stunning 3D shooter, with beautiful tropical islands and indoor locations for 20 vast, non-linear missions, master many weapons and vehicles to unravel a deadly conspiracy, enemies adapt and improvise. IBM P3 1 Ghz, 256mbRAM, 3Dcard. IBM - \$95.00

FULDA GAP 85

HPS
A John Tiller game. NATO and Warsaw Pact tensions almost reached boiling point in the mid 1980s. One spark on the world scene would be all that it would take to ignite these powerful military forces and send them crashing into each other across the only thing that stood between them in Germany. The Fulda Gap. IBM Requires: Pen 133, IBM - \$82.50

JAGGED ALLIANCE 2

Sirtech
Features a semi-top-down-view as you lead your team on combat missions. With a non linear storyline, the most advanced tactical combat ever, dozens of realistically modelled weapons, real-time exploration and turn-based combat. IBM Requires: Pen 133, 16mbRAM, SVGA, 4spCD. IBM \$33.00

JAGGED ALLIANCE 2 Unfinished Business

Sirtech
Rico mining, who ran Arulo's mines before the war, want those mines back. They've established a base in a nearby country, and unless their conditions are met, will use missiles to destroy Arulo. Enzio has decided on a swift response to these threats — you! This all new chapter in the story also includes a unique Mission Builder for unlimited playing time. Features a semi-top-down view as you lead your team on combat missions. With a non linear storyline, the most advanced tactical combat ever, dozens of realistically modelled weapons, real-time exploration and turn-based combat. IBM Requires: Pen 233, 32mbRAM, 8spCD-ROM. IBM - \$33.00

KOREA Squad Battles

hps
70 scenarios and three campaigns give you a real feel and understanding of what occurred in what was originally a police action. Pen 200, 32mbRAM. IBM - \$69.00

KOREA 85

hps
A hypothetical conflict set in Korea in 1985. Covers the whole Korean Peninsula, 26 scenarios, all types of weapons & troops possible. Pen 200, 32mbRAM, IBM - \$69.00

LINE OF SIGHT VIETNAM

Atari
You are an elite marksman in Vietnam, locating elusive enemy soldiers and picking them off one by one. With thick vegetation in fully detailed environments, 12 authentic firearms, face 12 missions alone or play co-operatively. IBM Pen II 550, 128mbRAM, IBM - \$33.00

Middle East 67

HPS
An operational level simulation of the fighting between Israel and her Arab neighbors. Middle East 67 covers the entire area of the conflict, from the Suez Canal up to the Golan Heights, including the West bank of Jordan and the southern Lebanon. Separate Orders of Battle are included for the 56, 67 and 73 wars. Can be viewed and played in either 2-d or 3-d mode. Supports single or multi play. Comes with Main Program, full-featured Scenario Editor. Complete on-line Help documentation. IBM Pen 133, 32mbRAM, Windows 95. IBM - \$82.50

Operation Flashpoint Game of the Year Edition Contains the complete game of Operation Flashpoint and both expansions, Red Hammer and Resistance. IBM - \$86.00

Rainbow Six 3 Raven Shield Gold Edition (Tom Clancy's)

RedStorm
Take command of this deadly unit and destroy a neo-fascist terror network. Powered by the latest Unreal technology, 30 team specializations and over 57 real world weapons, 15 single player missions and 9 multiplayer modes, unprecedented graphical realism. Includes the Athena Sword expansion pack. IBM Requires: Pen III 800, 128mbRAM, 32mb3Dcard. IBM - \$85.00

Rainbow Six 3 Athena Sword Expansion pack with an 8 mission campaign in the Mediterranean, 8 new multiplayer levels, 3 rebuilt classic missions with latest technology, seven additional real world weapons. IBM Pen III 800, 128mbRAM. IBM - \$52.00

SPLINTER CELL Panda Tomorrow (Tom Clancy's)

Ubisoft
You are a stealth operative waging a one man war against an Indonesian terrorist network. Intense and realistic world, single or multiplayer, amazing weapons an action, gadgets and stealth moves. IBM 1 Ghz Pen III, 512mbRAM, 3Dcard. IBM - \$95.00

STEEL BEASTS

StrategyFirst
A highly accurate simulator of the US M1A1 and German Leopard 2A4 tanks, designed to let you create and play scenarios of modern armored warfare on your PC. Can be played on many different levels: from gunner in a single tank to company commander. Any mission playable over network, superior AI frees player from micromanaging his own units. IBM Requires: Pen 266, 32mbRAM, 2mbSVGA. IBM - \$20.00

TOUR OF DUTY

HPS
The second game in the Squad Battles Series and continues from the original game Squad Battles Vietnam. Over 40 scenarios, 5 campaigns, including American Army, Marine, Air Cavalry, Army Reserve, and Australian forces. A complete game. Includes Caves and Tunnels, Smoke and Illumination, and several enhancements and new features. Includes American Army, American Marine, South Vietnamese, South Korean, Australian, North Vietnamese, and Viet Cong forces and equipment. Scenarios cover a wide variety of situations many of which include air and armored cavalry. IBM Requires: Pen 133, 32mbRAM. IBM - \$80.00

VIETNAM Squad Battles

HPS
A turn-based game at the squad-level using 40 meter hexes and 5 minute turns. Scenarios range in duration from a single-squad ambush scenario up to a 27 turn battle between two battalions. Scenarios represent the Vietnam War. The Pacific War and Hamburger Hill are all covered in detail. Units represented include US Army, US Marines, North Vietnamese Regulars, and Viet Cong including recon, sappers, and heavy weapon units. Scenarios include ambush, ground assault, helicopter assault, amphibious assault. Over 25 maps & scenario editor. IBM Requires: Pen 133, 32mbRAM. \$99.00

Science Fiction

ALIENS VERSES PREDATOR 2 Gold

Sierra
3D shooter in the style of Unreal Tournament. You can play any of the three sides through three interlocking storylines, 21 missions (which can be saved at any point), fight on the internet with up to 16 players, command a devastating new arsenal of weaponry. Includes Primal Hunt Expansion. IBM Pen 3, 128mbRAM, 16mb 3Daccel. IBM - \$20.00

ARMED AND DANGEROUS

LucasArts
Humorous sci-fi 3D roleplaying adventure where your wacky characters take on psychotic robots and goliaths. Rich story, weird bad guys, five diverse environments to explore, 21 missions, 17 weapons. IBM PIII 1 Ghz, 256mbRAM. IBM - \$90.00

GALACTIC CIVILIZATIONS

Strategy First
Lead humanity in a struggle to dominate the galaxy in a strategy game where you use anything to win — advanced technology, economic might, cultural expansion, and military prowess. With an immersing storyline, challenging AI, multiple victory paths, ships gain experience as they win battles, etc. IBM PIII 600, 128mbRAM. IBM - \$55.00

Faulty Programs

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on your behalf. When they send us the replacement, we'll get it straight back to you.

STRATEGY GAME ROOM **Hasbro**
Contains three superb computer games: Mech Commander Gold, A Red Alert-style game where you command 1 — 3 lances of BattleMechs, with 30 + 12 missions; Civilization II Multiplayer Gold Edition, which has all the features of the regular Civ II plus heaps of new multiplayer features, and also has both add-ons: Conflicts in Civilization and Fantastic Worlds; and Worms Armageddon, where you lead a team of heavily armed worms into combat. **IBM Requires:** Pen 133, 32mbRAM, 2mbSVGA. **IBM — \$73.70**

Faulty Programs

40 - Reference Books, DVDs

OSPREY HISTORICAL REFERENCE BOOKS

Please allow 2 - 4 weeks for delivery, as we do not carry many of these titles in stock at any one time.

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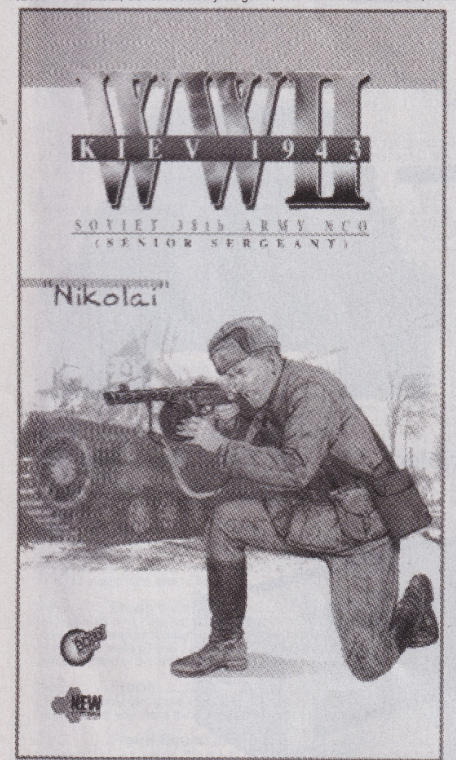
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70246	Jamie, 101st Airborne Saw Gunner	\$58.95
70247	Bob, AFSSOG	\$65.95
70248	Ryan, US 10th Mountain Trooper	\$65.95
70249	Ogawa, JSDF	\$77.50
70250	Lucas, US M240 SAW Gunner	\$58.95
70251	Malcolm Parks, Coldstream Guards	\$65.95
70252	Colin, SAS Recon in Afghanistan	\$58.95
70253	Duane, USMC MOUT	\$58.95
70254	Alvin, US Army Homey, 4th Security	\$65.95
70255	Nick Corrigan, FSSF	\$65.95
70256	Chris, SAS Sniper	\$58.95
70257	Phil, US NBC MOPP	\$65.95

70191	Terry, US Navy Seal Gunner	\$65.95
70192	Joey Tucker, US Air Force Long Range	\$65.95
70193	Jason, US Army Sniper	\$65.95
70194	Miles Gates, Coldstream Guards	\$65.95
70195	John Simon, US Desert NBC	\$65.95
70196	Alvin, 1st Airborne Div Force, Iraq	\$65.95
70197	Steve, US Navy Seal Team 6	\$58.95
70198	Detective Chow, NYPD Asian Org Crime	\$39.95
70199	US Navy Seal Team 6	\$58.95
70200	Ulrich, German Polizei GSG-9 Team	\$58.95
70201	Patrick, Diplomatic Security Service	\$53.95
70202	Michael Chan, HK Police G-4	\$58.95
70203	Leo, US Delta Force	\$65.95
70204	Laars, German Polizei GSG-9 Sniper	\$58.95
70205	Dennis, US Explosives Ordnance Unit	\$115.00

70057	Phil, US Rangers 75th Rangers	\$58.95
70058	Roy, US Rangers Sniper Limited Ed	\$77.50
70059	Matt, Task Force Rangers, Somalia 93	\$53.95
70060	Matt & Jeff, Mogadishu, Somalia 93	\$115.00
70061	Mogadishu, Somalia: Col Danny McNight	\$73.95
70062	Mogadishu, Somalia: Sgt Gary Gordon	\$73.95

70203	Eddy, Royal Hong Kong Police Airport	\$53.95
70204	Royal Hong Kong Police PTU Riot Police	\$77.50
70205	Royal Hong Kong Police Riot Policeman	\$77.50
70206	Royal Hong Kong Police Emergency Unit	\$77.50
70207	Royal Hong Kong Police Traffic HQ	\$77.50
70208	Royal Hong Kong Police UU Sergeant	\$77.50
70209	Simon, HK Exp Ordnance Disposal	\$115.00
70210	Jimmy, HK Police Bomb Disposal Unit	\$115.00
70211	Cheong, Hong Kong Police SDU	\$58.95
70212	David Wong, San Francisco Sheriff	\$73.95

71035	US Helmet Set B	\$15.95
71036	Combat Boots Set 1	\$15.95
71037	Kubelwagen Ambulance, Desert Yellow	\$174.95
71038	CWU-45P Flight Jacket	\$19.95
71039	MIA1 Flight Jacket	\$19.95
71040	MIA1 Flight Jacket (Latest Version)	\$19.95
71041	German Automatic Weapons Set 1	\$19.95
71042	German Automatic Weapons Set 2	\$19.95
71043	B-15C Flight Jacket	\$19.95
71044	N-38 Flight Jacket	\$19.95
71045	N-44S Flight Jacket	\$19.95
71046	N-2B Flight Jacket	\$19.95
71047	Special Ops Vest Set 2	\$19.95
71048	US Army Fuel Can Set 1	\$17.50
71049	US Army Fuel Can Set 2	\$17.50
71050	Camouflage & Zeilbahn Set 3	\$24.25
71051	Camouflage & Zeilbahn Set 4	\$24.25
71052	German Field Rations & Equipment Set 1	\$24.25
71053	German Field Rations & Equipment Set 2	\$24.25
71054	MG34 Anti-Aircraft Machine Gun w/ tripod	\$112.50
71055	MG44 Anti-Aircraft Machine Gun w/ tripod	\$29.95
71056	US Sniper Patrol Set	\$21.95
71057	M3 German Gas Mask Set	\$21.95
71058	M36 German Gas Mask Set	\$21.95
71059	Operation Fallschirmjager Set 1	\$27.50
71060	Operation Fallschirmjager Set 2	\$27.50
71061	US Automatic Weapons Set 2	\$24.25
71062	US Marines Equipment Set 1	\$24.25
71063	US Marines Equipment Set 2	\$24.25
71064	US Marines Mardap MCCUU Set 1	\$21.95
71065	US Marines Mardap MCCUU Set 2	\$21.95
71066	US Mole System Set 1	\$27.50
71067	US Mole System Set 2	\$27.50
71068	BDU Uniform Set 1 - Woodland Camo	\$32.95
71069	BDU Uniform Set 2 - Tri-Colour Desert	\$32.95
71070	US Forward Area Deployment Set 1	\$32.95
71071	US Forward Area Deployment Set 2	\$32.95
71072	Panzergrenadier Accessory Set	\$19.95
71073	Sturmpanzer Accessory Set	\$19.95
71074	British Paratroop Equipment Set 2	\$19.95
71075	DAK (Afrika Korps) Luftwaffe Set 1	\$14.95
71076	US Military Field Rations (MRE) Set 1	\$14.95
71077	US Military Field Rations (MRE) Set 2	\$14.95
71078	British Infantry Fire Support Set	\$29.95
71079	German FlW 35 Flamethrower Set 1	\$29.95
71080	US M2-2 Flamethrower Set	\$29.95
71081	Wehrmacht Heer M36 Field Uniform Set 1	\$24.25
71082	Wehrmacht Heer M36 Field Uniform Set 2	\$24.25
71083	Wehrmacht M43 Uniform	\$24.25
71084	Wehrmacht M44 Uniform	\$24.25

70027	Linh, Viet Cong Scout, Ho Chi Minh Trail	\$53.95
70028	Jake, US Marines Reconnaissance	\$65.95
70029	Mike Brown, Green Berets	\$65.95
70030	James, USMC M60 Gunner	\$58.95
70031	Ron, MACV-SOG	\$53.95
70032	Oscar, Navy Seal Program Phoenix	\$53.95
70033	Nate, Nam US Marines Recon Force	\$53.95
70034	Moore, US 1st Cavalry La Drang	\$58.95
70035	Moore & Smith, La Drang 65	\$117.95

70093	USAAF Pearl Harb r Pilot: George Taylor	\$58.95
70094	Major Krauer, Luftwaffe Pilot	\$65.95
70095	US Bomber Pilot: Skip	\$58.95

74001	Sergeant Jones, Rorke's Drift, 1879	\$73.95
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70143	Jose, AFSSOG PJ	\$58.95
70144	Dean, US Special Force	\$58.95
70145	Hugh, USMC 26th MEU	\$94.95
70146	Al, CIA A Pilot	\$58.95
70147	Frank, US Delta Force	\$58.95
70148	Jones, CIA Agent	\$58.95
70149	Agent Smith, CIA	\$65.95
70150	Ted, US Delta Force, Top Bad	\$58.95
70151	Curtis, USMC Maritime Special Forces	\$58.95
70152	Perry Bryant, USMC Reconnaissance	\$58.95
70153	Clay, Counter-Terrorism Advisor, Pacific	\$65.95

70244	Jon, US 3rd Infantry, Baghdad Airport	\$65.95
70245	Polack & Jackson, US Heavy MC Team	\$65.95
70246	Jennifer, US 101st Airborne, Najaf, Iraq	\$65.95
70247	Alex, 101st Airborne, Karbala, Iraq	\$53.95
70248	Leon, Task Force Tarawa, Nasirya, Iraq	\$58.95
70249	Aiden, US 1st Marine Exp Force, Iraq	\$58.95
70250	Stanley, Sniper, Baghdad, Iraq	\$65.95
70251	Cody, US Special Ops, Southern Iraq	\$65.95
70252	Fernando, US M240 Gunner, H way to Bag	\$65.95
70253	Wall, USMC Recon, Basra Outskirts	\$65.95
70254	Mel, Royal Marines Commando, al-Faw	\$65.95
70255	Aaron, British Desert Rats, Umm Qasr, Iraq	\$65.95
70256	Heather, US 1st Infantry Div, Turkey	\$65.95

73077	Buck, NASA Apollo Astronaut	\$115.00
73078	Buzz, (Aldrin) Apollo 11 Astronaut	\$115.00

70025	Jack, US Army Sniper, Pusan 51	\$53.95
70026	Sam, US Army Sniper, Heartbreak Ridge	\$53.95

70058	Brian, US Special Ops, Kuwait City 91	\$58.95
70059	Kevin Anderson, US 101st Airborne	\$53.95

73007	Storm Rider: Nie Feng	\$53.95
73008	Storm Rider: Shen Feng	\$53.95
73009	Jackie Chan: Dragon Lord	\$39.95
73010	Gordon, GSU - 2000 AD	\$53.95
73011	Synedre, Danger Girl	\$58.95
73012	Hero: Female Action Figure	\$58.95
73013	Hero: Female Action Figure	\$94.95

73069	Nicholas Cage as Cpl Joe Enders	\$58.95
73070	Christian Slater as Os Henderson	\$58.95
73071	Adam Beach as Code Talker Ben Yahzee	\$58.95

73092	Timeline: Andre Marek	\$58.95
73093	Timeline: Kate Ericson	\$58.95
73094	Timeline: Chris Hughes	\$58.95
73095	Timeline: De Kere	\$65.95
73096	Timeline: Lord Amout	\$65.95

Heller Plastic Kits — 1/72nd Scale

JBWHLL79875 Somalia WW2 French Tank \$8.00



JBWHLL79883	Sherman 75mm	\$8.00
JBWHLL79884	Churchill	\$8.00
JBWHLL79885	Tiger 1	\$8.00
JBWHLL79886	AMX 30/105 Modern French Tank	\$8.00
JBWHLL79898	VAB 4x4 Modern armored car	\$8.00

Mirage Plastic Kits — 1/72nd Scale

Allow 2 — 3 weeks for delivery of Mirage Model Kits

JBWMR72601	Polish 7TP Light Tank	\$24.00
JBWMR72602	Polish 7TP Light Tank with Twin Turret	\$24.00
JBWMR72603	Vickers E Mk A Twin Turret	\$24.00
JBWMR72604	Vickers E Mk B	\$24.00
JBWMR72606	Soviet T-26TN (T-26 converted into armored observation post)	\$24.00
JBWMR72607	Soviet T-26TB (T-26 ammo carrier)	\$24.00
JBWMR72609	Soviet T-26 Model 1933 Light Tank (45mm gun)	\$24.00
JBWMR72610	Soviet T-26A (close early version with 76mm gun)	\$24.00
JBWMR72611	Soviet T-26C 1937 (45mm gun)	\$24.00
JBWMR72612	Soviet T-26C 1939 (45mm gun)	\$24.00
JBWMR72613	Soviet T-26C with applique armor	\$24.00
JBWMR72614	Soviet OT-130 T-26 Flamethrower tank	\$24.00
JBWMR72610	Soviet OT-133 T-26 Flamethrower tank	\$24.00
JBWMR72621	Chinese Vickers E Mk B	\$24.00

Eastern Express — 1/72nd Scale

Allow 2 — 3 weeks for delivery of Mirage Model Kits

JBWRAE72014	SU-85	\$17.00
JBWRAE72015	SU-122	\$17.00
JBWRAE72050	T-34/76 Mod 1943 Early	\$17.00
JBWRAE72052	T-34/76 Flamethrower	\$17.00
JBWRAE72053	T-34/76 4x4 with Mine Roller	\$24.00
JBWRAE72054	T-34/85 Mod 1944 with D-5T Gun	\$20.00
JBWRAE72055	T-34/85 Mod 1944	\$20.00
JBWRAE72057	OT-34/85 Mod 1944	\$20.00
JBWRAE72058	T-34/85 Mod 1944 with Mine Roller	\$24.00

Revell Model Kits

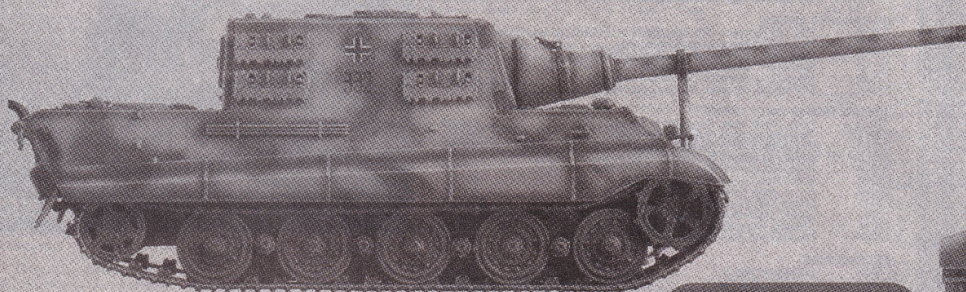
Allow 2 — 3 weeks for delivery of Revell Model Kits

Revell 1/72nd Scale AFVs

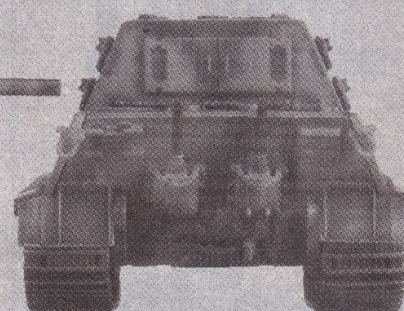
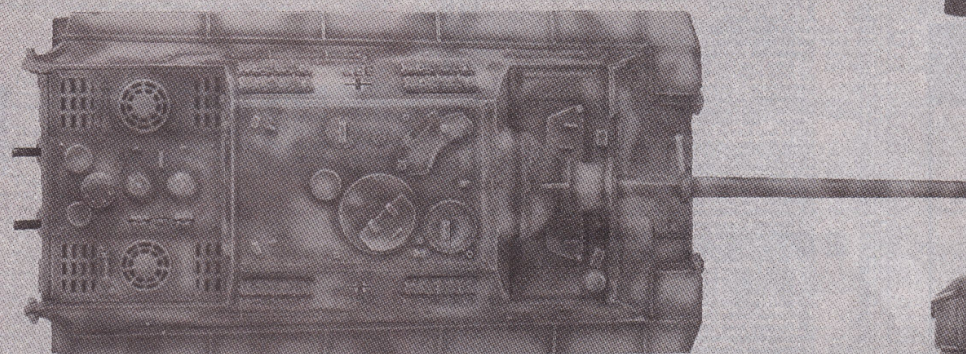
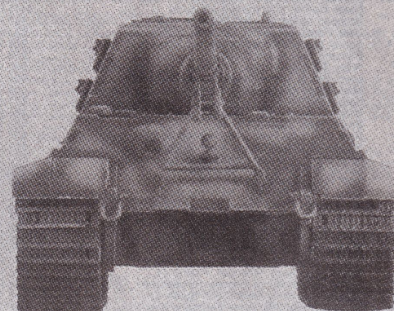
REVRK03101	StuG IV	\$16.00
REVRK03102	Sherman M4	\$16.00
REVRK03103	Leopard 2 A4	\$16.00
REVRK03105	Leopard 2 A5	\$16.00
REVRK03106	T-80 BV with Explosive Reactive Armor	\$16.00
REVRK03107	Panther Ausf D	\$16.00
REVRK03108	Tiger I Ausf H	\$16.00
REVRK03110	Challenger I	\$16.00
REVRK03112	Abrams M1A1	\$16.00
REVRK03113	Marder 1 A3 APC	\$16.00
REVRK03114	TP2 1 FUCHS	\$16.00
REVRK03115	Leopard 1 A5	\$16.00
REVRK03116	Tiger I Ausf E	\$16.00
REVRK03117	Panzer III Ausf M	\$16.00
REVRK03118	ISPPZ Luchs 8x8	\$16.00
REVRK03119	ISPPZ Luchs 6x6	\$16.00
REVRK03120	Challenger 1 Mk 3	\$16.00
REVRK03121	Panzerhaubitze PZH 2000	\$16.00
REVRK03122	Panzer IV Ausf J	\$16.00
REVRK03123	Cromwell Mk IV	\$16.00

1:72
scale

DRAGON ARMOR



FULL SIZE
1:72 SCALE MODEL



True To Scale

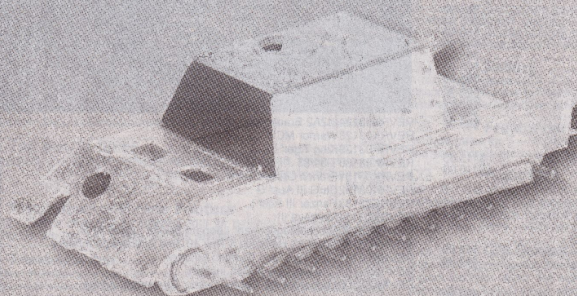
Authentic Detailing

Fully Assembled

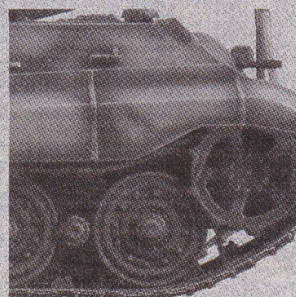
Die-Cast Model



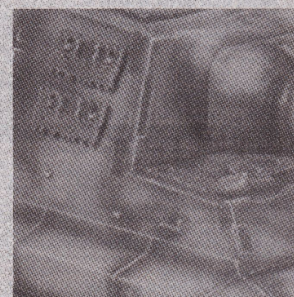
Attractive Display Case



Die-Cast Hull/Parts



Fitting Tracks



Realistic Weathering

Scenery For Miniatures

Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

Armorcast s Terraform

Allow 2 - 4 weeks for delivery of Armorcast.

Mechs

28mm figure scale, ie, Warhammer 40,000 Scale

ARMOR2510 MADCAT BATTLEMECH 1/60" Scale — 20cm tall	\$227.25
ARMOR2511 VULTURE BATTLEMECH 1/60" Scale — 20cm tall	\$199.70
ARMOR2320 ATLAS BATTLEMECH 1/60" Scale — 26cm tall	\$320.00

Ruined Buildings

ARM100 Brick Ruins Set 11 pieces of ruined brick corners	\$52.80
ARM101 Ruined Buildings Set two complete ruined buildings	\$115.15
ARM110 Ruined Building Corner with Single Door	\$12.95
ARM111 Ruined Building Long Corner with Double Door	\$12.95
ARM112 Low L Ruined Building Corners (2)	\$17.25
ARM113 Low Ruined Building Corners with shell holes(2)	\$17.25
ARM115 Two Stories Ruined Building Corner, Roller Door	\$15.30
ARM116 Two Stories Ruined Building Long Corner	\$19.80
ARM117 Two Story Corner with Floor	\$23.10
ARM118 Three Story Corner with Two Floors	\$34.50
ARM119 Four Story Corner with Three Floors	\$34.50
ARM121 T Section of Ruined Building with Door	\$15.00
ARM122 Taller T Section of Ruined Building	\$13.90

Ruined Cathedral

ARM102 Ruined Cathedral Boxed Set	\$115.15
Contains the complete Ruined Cathedral, 17.5cm wide, 28cm long.	
ARM123 Ruined Cathedral Straight Wall	\$28.05
ARM124 Ruined Cathedral Corner	\$28.05
ARM125 Ruined Cathedral Ends	\$15.85
ARM126 Cathedral Rubble I	\$15.85
ARM127 Cathedral Rubble II	\$12.45
ARM128 Ruined Cathedral Front Wall with Door	\$26.85
ARM129 Ruined Cathedral End Wall with Windows	\$26.85

Cathedral (Undamaged)

ARM800 Cathedral Boxed Set	\$215.95
Contains the complete Cathedral, 17.5cm wide, 27cm long, 21cm high. Includes the roof which can be lifted off, stained glass windows. Looks fantastic.	
ARM880 Cathedral Straight Wall Section	\$35.55
ARM881 Cathedral Corner	\$35.55
ARM882 Cathedral Front Wall, Door, Rose Windows	\$66.25
ARM883 Cathedral End Wall with Stained Glass Window	\$66.25
ARM887 Ruined Gothic Walls (4) About 3cm high	\$19.15

High-Tech Walls

ARM130 High Tech Walls Set 1 (2 walls)	\$22.00
ARM132 High Tech Walls Set 2 (2 walls)	\$22.00
ARM133 High Tech Walls Set 3 (2 walls)	\$22.00
ARM134 High Tech Walls Set 4 (2 walls)	\$22.00
ARM135 4 long 1 tall High Tech Walls (3 walls)	\$18.70
ARM136 6 long 1 tall High Tech Walls (3 walls)	\$18.15
ARM137 6 long 1 tall PipeWalls (3 walls)	\$17.75
ARM138 PipeWalls Accessories (3) End Piece, Junctions	\$13.40

Stone Walls

ARM140 10cm x 2cm Small-Rock Walls (3 walls)	\$13.50
ARM142 10cm x 2.5cm Quarry-Stone Walls (3 walls)	\$13.50
ARM146 10cm Straight Sandbag Walls (3 walls)	\$13.50
ARM148 10cm Curved Sandbag Walls (3 walls)	\$13.50
ARM160 15cm x 2cm Small-Rock Walls (3 walls)	\$18.15
ARM162 15cm x 2.5cm Quarry-Stone Walls (3 walls)	\$13.50
ARM190 23cm x 2cm Small-Rock Walls (2 walls)	\$18.15
ARM192 23cm x 2.5cm Quarry-Stone Walls (2 walls)	\$18.15

Science Fiction Terrain

ARM210 Piles of Rubble Pile of bricks, and 25mm pile of scrap	\$13.75
ARM212 Medium Rubble Piles #1 (2)	\$23.90
Brick & timber rubble piles. 5.5 x 2.5 x 1.25 and 3 x 3 x 1	
ARM218 Large Pile of Junk 7.5cm pile of vehicle parts and junk	\$21.45
ARM220 Tri-Tank Fuel Cells 3 round chemical storage tanks	\$13.20
ARM222 Cryo Generator & Small Power Unit	\$13.20
ARM224 Cryo Tank, Fuel Processor, Oil Storage Tank	\$13.20
ARM230 Large Tri-Tank Fuel Cells	\$18.05
ARM232 Large Cryo Generator	\$14.85
ARM234 Large Fuel Processor (1)	\$13.50
ARM236 Large Cryo Tanks (2)	\$18.05
ARM240 Power Grid (2)	\$14.85

Containers

ARM310 Small Wooden Crates (9 crates)	\$10.50
ARM312 Medium Wooden Crates (6 crates)	\$10.50
ARM314 Medium Vertical Wooden Crates (4 crates)	\$10.50
ARM316 Medium Vertical Metal Crates (4 crates)	\$10.50
ARM320 Large Wooden Crates (4 crates)	\$12.95
ARM322 Large Metal Crates (4 crates)	\$12.95
ARM324 Large Vertical Wooden Crates (3 crates)	\$12.95
ARM326 Large Vertical Metal Crates (3 crates)	\$12.95
ARM340 Small Stack of Crates Set 1 (2 stacks)	\$11.50
ARM342 Small Stack of Crates Set 2 (2 stacks)	\$11.50
ARM343 Big Crate Stack 1, multi-level (1 stack)	\$17.25
ARM344 Big Crate Stack 2, multi-level (1 stack)	\$17.25
ARM345 Big Crate Stack 3, multi-level (1 stack)	\$17.25
ARM346 Big Crate Stack 4, multi-level (1 stack)	\$17.25
ARM380 Barrels & Drums (7)	\$12.95
ARM382 Wooden Barrels (7)	\$12.95

Rocks & Giant Crystals

ARM410 Outcroppings of Giant Quartz Crystals Set 1 (2)	\$14.00
ARM412 Outcroppings of Giant Quartz Crystals Set 2 (2)	\$14.00
ARM418 Large Quartz Crystal (1)	\$41.00
ARM419 Large Quartz Crystal (1)	\$41.00

ARM420 Triple Quartz Crystal	\$41.00
ARM430 Outcroppings of Giant Fluorite Crystals (2)	\$14.00
ARM436 Outcroppings of Giant Pyrite Crystals Set 1 (2)	\$14.00
ARM438 Outcroppings of Giant Pyrite Crystals Set 1 (2)	\$14.00
ARM442 Large & Small Sandstone	\$14.00
ARM443 Large Sandstone	\$14.00
ARM444 Slate Wall & Mesas	\$14.00

Roads

ARM470 PVC Roads (4pcs, 5 x 18)	\$29.00
ARM471 Stone Road 10 x 4	\$24.00
ARM472 Skull Road 10 x 4	\$24.00

Rivers

ARM490 River Set (8 pieces)	\$74.85
A river 120cm long, 9cm wide, with rocky, grassy, sandy banks.	
ARM491 River Straight Pieces (2 pieces)	\$27.50
15cm and a 20cm long pieces of river, same as above.	
ARM492 River Curved Pieces (2 pieces)	\$20.65
12.5cm and a 17.5cm long pieces of river, same as above.	
ARM493 River Spring & Y Intersection	\$24.90
ARM495 Large Pond	\$33.00
ARM494 3 River Roman Spring	\$22.00
ARM496 River 4 Straight Section plus Curved Piece	\$35.55
ARM497 River Transition Pieces (2) 3 becomes 4	\$26.90
ARM499 River Swamp	\$33.00

Tools & Machinery

ARM510 Mechanic s Tool Boxes (8)	\$11.50
ARM520 Double Check Valve	\$17.75
ARM521 Propane Tank A long circular gas tank, 10 x 3 x 4cm.	\$19.15
ARM530 Transformers	\$19.00
ARM531 Dumpsters	\$19.00

Overhead Pipeline

ARM540 Overhead Pipeline Set (13 pieces)	\$125.00
ARM541 Overhead Pipeline (3 pieces)	\$22.00
ARM542 Overhead Pipeline Expansion (2 pieces)	\$17.00
ARM543 Overhead Pipeline 4-Way Junction	\$27.00
ARM544 Ruined Overhead Pipeline Expansion (3 pieces)	\$17.00
ARM545 8 High Overhead Pipe (3)	\$48.00
ARM546 8 High Overhead Pipe Expansion (2)	\$22.00
ARM548 8 High Overhead Pipes (2)	\$24.00
ARM550 Control Room Panels (3 computer consoles 5cm high)	\$17.25
ARM551 Air Duct Vent (very large)	\$13.40
ARM540 Overhead Pipeline Boxed Set	\$130.00
ARM544 Ruined Overhead Pipeline Expansion	\$19.80

Alien Plants

ARM600 Alien Plant Set (7)	\$105.55
ARM611 Alien Small Pod Plant Cluster	\$10.50
ARM612 Small Alien Plant Pod Cluster	\$10.50
ARM614 Alien Medium Sized Pod Plant	\$16.80
ARM615 Large Pod Plant	\$28.80
ARM624 Alien Medium Sized Mantrap Plants (2)	\$27.85
ARM625 Large Alien Mantrap Plant	\$26.90
ARM630 Alien Tree Stumps (4) From 5 — 8cm high	\$22.55
ARM631 Alien Tree Stumps (2) 4) From 5 — 10cm high	\$20.65
ARM670 Alien Spike Cactus	\$15.30

Tree Stumps & Dead Trees

ARM680 Dead, Shattered Trees Assortment # 1 (2)	\$24.20
ARM681 Dead, Shattered Trees Assortment # 2 (2)	\$24.20
ARM682 Small/Medium Tree Stumps (5)	\$18.05
ARM691 Huge Giant Hollow Tree Stump (1)	\$15.65

Fortifications

ARM460 Crater Set (3 pieces)	\$17.25
ARM710 Trench Starter Set	\$67.15
Has two weapons pits, two corners and a straight.	
ARM711 Trench Weapons Pit	\$23.55
The trenches are 20mm deep inside, and 25mm wide inside.	
ARM712 Straight & Corner Trenches (3)	\$34.50
Two corner trenches pieces and one straight trench piece.	
ARM713 T-Intersection Trenches (2)	\$20.65
Two T-Intersection Trench pieces.	
ARM714 Two Straight Trenches	\$26.90
ARM715 45... Trenches (2)	\$21.10
ARM718 Small Weapons Pits	\$24.00
ARM720 Sandbag Bunker	\$71.95
A huge two story sandbag bunker.	
ARM721 Sandbag Emplacement	\$25.85
Large Sandbag emplacement.	
ARM722 Large Concrete Bunker	\$66.40
ARM723 Iron-clad Bunker	\$60.45
Large iron-clad bunker with removable roof. Roof holds 6 troops, interior, featuring gunslits, holds 12 troops. 5 x 4 x 2.75.	
ARM729 Gothic Dragon s Teeth Anti-tank Obstacles (4)	\$34.95
Based on the WWII German design. Concrete anti-tank traps.	

Bridges

ARM809 Wooden Bridge	\$52.75
A large wooden bridge with railing. 21cm x 12.5cm wide.	
ARM810 Stone Bridge with Gargoyle Pillars	\$81.55
ARM815 Tech Bridge	\$74.90
ARM820 Bridge of Skulls	\$96.00

Egyptian Stuff

ARM830 Small Egyptian Temple (13 pieces)	\$170.00
ARM831 Large Egyptian Temple (29 pieces)	\$350.00
ARM832 Egyptian Temple Expansion (8 pieces)	\$96.00
ARM834 Ruined Egyptian Columns	\$28.00
ARM835 Egyptian Wall Set (10)	\$130.00
ARM836 Egyptian Gates (2)	\$43.00
ARM837 Egyptian Wall Expansion (2)	\$24.00
ARM848 Egyptian Large Anubis	\$43.00
ARM850 Egyptian Stone Obelisk 6 Tall	\$32.65
ARM851 Falcon (ie, Sci-Fi) Obelisk 5.5 Tall	\$42.25
ARM852 Alien Pyramid Tomb 5 x 5 x 3 Tall	\$60.45
ARM860 Tall Skull Obelisk	\$20.65

Bone Stuff & Graveyard Accessories

ARM861 Bone Obelisk	\$21.10
ARM870 Bone Walls I	\$19.20
ARM871 Bone Walls II	\$19.20
ARM875 Skull Piles (2)	\$21.10
ARM876 Small Skull Piles (3)	\$20.90
ARM890 Graveyard Mausoleums (2)	\$25.85
Two stone mausoleums, one large, one medium sized. Both have doors & rooves.	
ARM891 Graveyard Headstones 8 pieces	\$17.25
ARM892 Damaged Graveyard Headstones 8 pieces	\$17.25

Feudal Japan

ARM990 Clan War Samurai Walls with Gate	\$115.15
Has an arched gate with separate doors, 2 x 10cm walls, 6 x 15cm walls, obelisk.	
ARM970 Japanese Footbridge	\$46.00
ARM971 Japanese Standing Arch (very tall)	\$35.55
ARM972 Japanese Stone Lanterns (3)	\$16.30
ARM973 Short Bamboo Walls (3) 15cm x 2.5cm	\$17.25
ARM974 Tall Bamboo Walls (3) 15cm x 5cm	\$25.85

Medieval Cottages

ARM1212 Medieval Cottage 7.5cm wide x 15cm long	\$39.35
Removable roof with interior detail.	
ARM1215 Stone Cottage 7.5cm wide x 7.5cm long	\$28.75
Removable roof with interior detail.	

ARM1216 Stone Cottage 7.5cm wide x 11.5cm long	\$36.50
Removable roof with interior detail.	

Conflux — ready painted scenery

This product will be available in June. VERY limited availability, so please PRE-ORDER. First run already sold out.

15mm — 20mm World War II

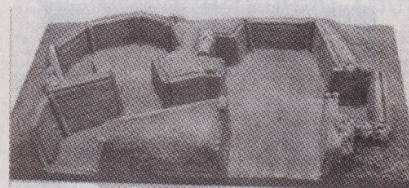
These are ready painted, durable polystone, ruined buildings or field fortifications, suitable for WWII or Modern miniatures gaming. Suitable for 15mm, 1/72nd and 1/76th scale miniatures.



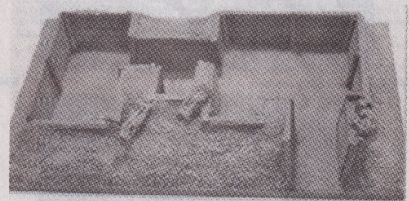
JBWEM6501 Pill Box and Dug Out.....\$9.00



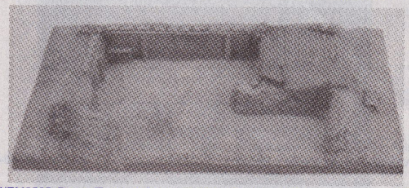
JBWEM6502 Ruined 2 Story Village House, with removable roof, floors.....\$35.00



JBWEM6503 Twin Gun Emplacements.....\$13.00



JBWEM6504 Redoubt with Two Gun Pits.....\$13.00



JBWEM6505 Desert/Tropical Emplacement with ammo stash.....\$13.00



JBWEM6506a Stalingrad Ruins.....\$19.00

JBWEM6506 Stalingrad Ruins in Winter.....\$19.00

JBWEM6507 Kursk Ruins in Winter.....\$19.00

JBWEM6507a Kursk Ruins.....\$19.00

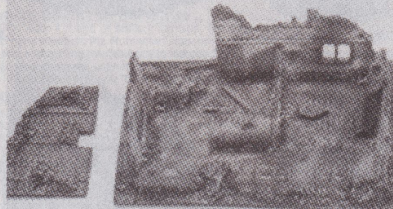


JBWEM6508 Command Post with Removable Roof and Gun Pit.....\$19.00

46 - Miniatures: Renaissance - 19th Century



JBWEM6509 Ruined European Villa with removable first floor\$34.00

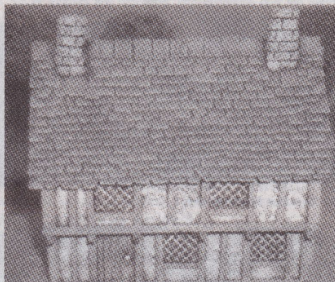


JBWEM6510 Ruined European House with removable first floor\$34.00

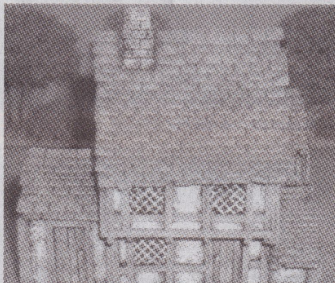
28mm Fantasy/Medieval

This product will be available in June. VERY limited availability, so please PRE-ORDER. First run already sold out.

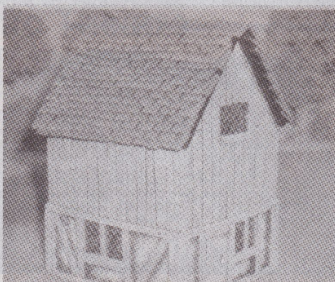
These are ready painted, durable polystone, fantasy/medieval buildings. Suitable for 25mm and 28mm miniatures.



JBWEM6801 Merchant's House\$34.00



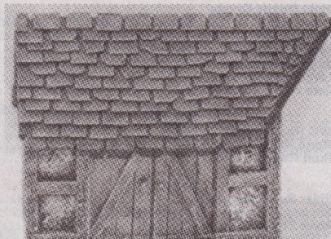
JBWEM6802 Guild Master's House\$34.00



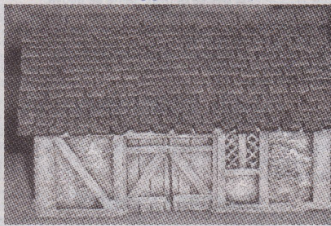
JBWEM6803 Village House with Hay Loft\$25.00



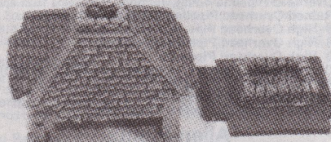
JBWEM6804 Village Tavern\$22.00



JBWEM6805 Tavern Extension Wing (joins to the tavern)\$18.00



JBWEM6806 Coach House and Stables\$26.00



JBWEM6807 Blacksmith's Forge\$22.00

Dwarven Forge Master Maze

DWF MM001 Master Maze Room Set To be used with Room & Passage Set below. Has 29 Room pieces, 2 swinging doors, and 50 bow tie connectors.\$120.00

DWF MM002 Master Maze Room & Passage Set Beautiful 3D dungeon sets, for 25mm scale or smaller figures. Each piece is intricately sculpted, cast in durable resin, and hand painted, with felt under each piece. Pieces can be arranged into rooms and passages of infinite shapes and sizes. Has 9 passage pieces, 25 room pieces, 3 swinging doors, 55 connectors.\$178.00

DWF MM003 Master Maze Octagonal Room Set To be used with the above, includes 29 Room pieces that make up an octagonal room, 2 swinging doors, and 50 bow tie connectors.\$120.00

DWF MM006 Master Maze Wicked Additions Set Has 2 Curved Passage Pieces, 4 Curved Corner Room Pieces, 2 Large Rectangular Floor Tiles, 2 sets of Upper and Lower Stairs, 4 Red Pillars, 1 Long Straight Passageway, 1 Demon Archway, 1 Raisable Portcullis, etc.\$158.00

DWF MM007 Master Maze Ogres Den Set Has one finely detailed all-purpose monster's lair — very cute! Also a swinging door, raisable portcullis, treasure.\$120.00

DWF MM009 Master Maze Deluxe Room Set 6 wall pieces with torch holders, 6 unit torches, 6 lit torches, 6 corner wall pieces, 11 floor pieces, 2 swinging doors, secret door-wall, 50 bow tie connectors.\$138.00

DWF MM010 Master Maze 15 Short Passages Set Has 14 short straight passage pieces, 1 dead end short passage, 30 bow tie connectors.\$120.00

DWF MM011 Master Maze Wicked Additions 2 Set 1 Mermaid Fountain, 2 spiral stairs, 4 pedestals, dead-end short passage, secret door, 2 x stairs down, 4 long wall pieces, 2 large square floor pieces, 40 connectors.\$158.00

DWF MM012 Dungeon Accessories Set\$58.00

DWF MM013 Medieval Furniture Set\$58.00

DWF MM015 Cavern Set\$238.00

DWF MM016 Treasure & Magic Items Set\$70.00

DWF MM017 Advanced Builder Set This MasterMaze Advanced Builder Set contains the following floor pieces: Extenders (set of 10), Half Walls (set of 4), Half Corners (set of 4), (2) Narrow Dead Ends, Wide Dead Ends (set of 4), Alcoves (set of 4), and a 6 Long Passage.\$158.00

DWF MM018 Traps Set Over a dozen nasty cruel traps await your intrepid adventures in this MasterMaze Trap Set. But, don't tell anyone, cause they're supposed to be a secret!\$138.00

DWF MM019 Traps Set 2\$130.00

DWF MM020 Cavernous Passages Set 4 way passage, T passage, T passage with chasm, long passage, 2 curved passages, etc.\$220.00

DWF 017-A2	Narrow Dead Ends (2)\$16.00
DWF 017-D3	6 Long Passage\$20.00
DWF 017-D4	Wide Dead Ends (4)\$24.00
DWF 017-EXT	Extenders (10)\$30.00
DWF 017-HC	Half Corners (4)\$24.00
DWF 017-HW	Half Walls (4)\$24.00
DWF 017-S2	Alcoves (4)\$24.00
DWF 018-DFT	Short Passage w/Pit (2)\$20.00
DWF 018-DWT	6 Long Passage w/Moat & Log\$30.00
DWF 018-E2L	L-Shaped Passage w/Left Swing Traps\$30.00
DWF 018-E2R	L-Shaped Passage w/Right Swing Traps\$30.00
DWF 018-PTB	Wall With Pit (2)\$16.00
DWF 018-PTC	Floor With Pit (4)\$20.00
DWF 018-R	Wooden Ramp w/Stone Boulder\$20.00
DWF 018-SVL	Secret Swiveling & Slamming Wall\$30.00
DWF 020-CPCC	Cavernous Passage Corner Conversion\$24.00
DWF 020-CPD	Cavernous Short Passages (4)\$32.00
DWF 020-CPD3	6 Long Cavernous Passage\$16.00
DWF 020-CPE	L-Shaped Cavern Passage w/Arch\$24.00
DWF 020-CPF	T-Shaped Cavern Passage w/Chasm\$24.00
DWF 020-CPFL	T-Shaped Curved Cavern Passage\$20.00
DWF 020-CPG	4-Way Cavernous Passage\$30.00
DWF 020-CPL	Curved Cavern Passage\$16.00
DWF 020-CPV	Twisted Cavernous Passage Conversion\$24.00
DWF 020-CPU	Dead End Caves (4)\$36.00
DWF 020-CPX	Rocks Stalagmites & Mithril Silver\$24.00
DWF A	Right Angle Wall Set (4)\$24.00
DWF B	4-2 Long Wall Pieces\$24.00
DWF BA	Barrel Set (5)\$20.00
DWF BD	Bed Set (2)\$20.00
DWF BN	Benches Set (2)\$20.00
DWF BT	Torch Wall W/2 Lit 2/Unlit Torches\$16.00
DWF C	5-2 x2 Floor Pieces\$24.00
DWF CA-A	Stalagmites Set (6)\$24.00
DWF CA-C	Curved Cavern Corner Piece\$24.00
DWF CA-CC	Curved Cavern Corner Conversion Piec\$24.00
DWF CA-M	Complex Cavern Corner Piece\$24.00
DWF CA-O	Small Water Tube Set (8)\$24.00
DWF CA-S	Twisted Cavern Conversion Piece\$24.00
DWF CA-T	Straight Cavern Wall Piece\$24.00
DWF CA-U	Dead End Cavern Piece\$24.00

DWF CA-X3	Small Flat Cavern Rocks Set (8)\$20.00
DWF CA-X4	Medium Flat Cavern Rocks Set (4)\$20.00
DWF CA-X5	Cavern Floor Piece\$20.00
DWF CD	Standing Torches Set (6)\$20.00
DWF CH	Chairs Set (6)\$20.00
DWF CR	Barrels & Crates Stack Set (3)\$20.00
DWF E	L Shaped Passage Piece\$16.00
DWF F	T Shaped Passage Piece\$20.00
DWF G	4-way Passage Piece\$24.00
DWF GR	Grain Sack Piles Set (3)\$20.00
DWF H	Swinging Door\$20.00
DWF I	55 Bow Tie Connectors\$4.00
DWF IND-AMR	Magical Weapons & Armor\$20.00
DWF IND-CHE	Chests (3)\$20.00
DWF IND-GP	Coin Stacks & Piles\$24.00
DWF IND-GRK	Greek Vases (2)\$20.00
DWF IND-SCR	Scrolls & Magical Tome\$20.00
DWF J	Diagonal Wall (4)\$24.00
DWF M&N	Upper & Lower Stair\$20.00
DWF MF	Mermaid Fountain\$24.00
DWF NA-D	Straight & Narrow Passage Pieces (4)\$30.00
DWF NA-DR	Narrow Swinging Doors (2)\$24.00
DWF NA-E	Narrow Right Angle Passage Pieces(2)\$20.00
DWF NA-F	Narrow T-shaped Passage Pieces (2)\$20.00
DWF NA-G	Narrow 4-way Passage Pieces (2)\$20.00
DWF NA-V	Narrow Passage Conversion Set (2)\$24.00
DWF P	Red Pillars Set (8)\$30.00
DWF Q	Raisable Portcullis\$20.00
DWF SA	Sacks (5) & Chest (1) Set\$20.00
DWF SD	Swiveling Secret Door\$20.00
DWF SP	Spiral Stair\$20.00
DWF TB	Table Set (2)\$20.00
DWF TR	Urns & Pots Assorted Set (6)\$20.00
DWF W	Pedestals Set (8)\$16.00
DWF X	4 x6 Floor Tile\$16.00

Monday Knight Productions

By an ex-Geo Hex staff. Exactly the same quality and flock as the previous Geo-Hex ones.

MKP51001	Battlefield Green Mat 6 x 4\$88.00
MKP51002	Battlefield Desert Mat 6 x 4\$88.00
MKP51003	Battlefield Seascape Mat 6 x 4\$82.50
MKP51004	Battlefield Starscape Mat 6 x 4\$78.50
MKP51005	Battlefield Sky Mat 6 x 4\$78.50
MKP51050	Battlefield Green Mini-mat 3 x 3\$46.00
MKP51051	Battlefield Desert Mini-mat 3 x 3\$46.00
MKP51101	Battlefield Hexed Green Mat 6 x 4\$99.00
MKP51102	Battlefield Hexed Desert Mat 6 x 4\$99.00
MKP51103	Battlefield Hexed Seascape Mat 6 x 4\$92.00
MKP51105	Battlefield Hexed Starscape Mat 6 x 4\$92.00
MKP51106	Battlefield Hexed Sky Mat 6 x 4\$92.00
MKP51150	Battlefield Hexed Green Mini Mat 3 x 3\$46.00
MKP51151	Battlefield Hexed Desert Mini Mat 3 x 3\$46.00

Miniature World Maker

This is a new locally produced range of rubber scenery. The scenery comes flocked and completely painted. All you have to do is open the bag and use it!

Please allow up to 3 weeks for delivery, as these items are made to order.

Scenery Suitable for 15mm & 20mm Figures

MWMDBA01	Dirt Road Pack\$25.00
3 straight & 4 curved pieces all 6 long, 2 straight sections 3 long.		
MWMDBA01a	Dirt Road Pack\$13.00
1 T Section, 1 Y Section, 1 Crossroads Section, each 6 long		
MWMDBA02	Cobblestone Road\$12.50
4 x 8 cobblestone road pieces		
MWMRCB01	Cobblestone Road Pack 6 x 12 pieces, 2 x 12 curved pieces, Y & T junctions, large town square\$72.00
MWMRDT01	Dirt Road Pack 4 straight & 6 curved 10 pieces, 2 x T, 1 x Y junction, 1 x crossroads\$73.00
MWMRDT02	Dirt Road Sections 4 x 10 sections\$73.00
MWMRIV1	River Pack 4 x 35cm Straight, 2 x 30cm Curved, 2 S-Bend, 2 Y-Junction, 2 Ford sections, Narrow river, wide bank\$73.00
MWMRIV1a	DBA River Pack Contains 5 river pieces, including ford & curved section\$29.00
MWMRIV2	River Straight Sections 3 x 51cm straights\$24.50
MWMRIV3a	Rapids 26cm S-bend with rapids\$10.50
MWMRIV5	River Bend with Rocky Banks Bend in a river which passes through a rocky gorge\$16.50
MWMRIV6	Pond 16cm x 23cm pond for river to flow into\$16.50
MWMRIV7a	Stone Bridge Spans a section of river\$12.50
MWMRIV7b	Broken Stone Bridge Spans a section of river\$12.50
MWMRIV12	Large L-Shaped Pond\$27.00
32cm by 17cm hedged by trees and rocks.		
MWMARIV06	River Pack 3 x 16cm Straight, 2 curved, 1 fork, 1 ford, 1 T, 1 bridge crossing sections. Wide river, narrow bank\$64.00
MWMRIV20-2	New River Pack (15mm scale) 8 sections measuring 7.5\$78.50
MWMSW01a-2	Coastline 12 x 6 water with coastline/beach that extends from 40mm — 80mm into the water. 4 types\$17.50 ea
MWMSW01f	Coastline With River Mouth As above, but with a river mouth that joins to Riv1\$17.50 ea
MWMSW01g	Coastline With River Mouth As above, but with a river mouth that joins to Riv20\$17.50 ea
MWMC1	Medieval Village Scene\$40.00
Large stone house, small house with walled surround, pig-sty, wicker fence, bee hives, etc. 29cm x 29cm		
MWMC1a	Small Medieval Village Scene\$33.00
Smaller version of C1. 24cm x 18cm		
MWMC2	Celtic Village Scene\$50.00
Celtic village on a hill, within a wooden stockade. 29cm x 29cm		
MWMC3	Land of Vegetables & Vines\$28.50
Cottage plus walled fields with vegetables and vines. 29cm x 58cm		
MWMC4	Vine Covered Field\$18.00
Field covered in neat rows of vines. 22cm x 19cm.		
MWMC7	Flat Grassy Field\$18.00
Stone walls along three sides, rocks on the fourth. 25cm x 18cm.		
MCMB8	Walled Field\$22.50
Has cornfield & ploughed section. Walls on three sides, hedge on the fourth. 24cm x 21cm		
MWMC9	Rectangular strip of Fields\$40.00
Cornfield, ploughed field, vegetable fields, vineyard, small orchard, all on one 52cm x 24cm base. Fields can be cut apart if desired.		
MWMC10	Graveyard\$16.00
Walls on two sides, hedges on the other two. 15cm x 11cm.		
MWMC11	Plantation\$37.50
40cm x 25cm and contains central grassed area which may be used for a manor, a small grassy field, and three fields of crops, all clearly divided by walls or earth banks. 2 road entrances.		
MWMC14	Marshland\$20.00
Marsh with rocks and reeds. 25cm x 21cm.		
MWMC15	Gorge\$47.50
2 large rocks, road section, river section. Two x 25cm x 13cm x 7cm.		
MWMC17	Haystacks\$18.00
Two rectangular fields of wheat, three haystacks, 6 wheat sheaves.		
MWMC18	Water Village\$34.00
Small water village scene, houses, canal, on wooden deck.		
MWMC20	Early European House 17.5x10cm\$23.00

MWMC21 DBA Base	\$11.50
Ancient wicker house in farm setting, 10cm x 10cm.	
MWMC21a DBA Base	\$11.50
Nomadic hut set in small square. Approx. 80mm x 70mm	
MWMC22 DBA Base	\$11.50
Ancient wicker house, small palisade wall on 2 sides, 12cm x 10cm.	
MWMC23 Pack of Two Fields	\$17.50
Walled ploughed field with rocky terrain, and ploughed vegetable field, 15cm x 14cm and 15cm x 15cm.	
MWMC24 Wooden House with Barn	\$30.00
Wooden slated house with barn attached.	
MWMC25 Wooden House	\$25.50
Wooden slated house with wooden slated barn.	
MWMC26 Wooden Barn	\$16.00
Large wooden slated barn.	
MWMC27 Hay and Log Pack	\$20.50
Two large bales and two small bales of hay, two wooden rafts, different log piles, hay stacks, log stacks.	
MWMC28 Rough Ground	\$17.50
Patch of rough ground with 4 trees and rocks. 15cm x 15cm.	
MWMC29 Field with Sunken Road	\$20.00
Ploughed field with stone walls, road lined with rocks. 25cm x 21cm.	
MWMC30 Rocky Outcrop	\$17.00
Rocky outcrop used for blocking spot on board. 7 x 3 1/2 x 3 1/2	
MWMC30a Rocky Outcrop	\$11.00
Rocky outcrop used for blocking spot on board. 13cm x 9cm x 7cm.	
MWMC30b Rocky Outcrop	\$11.00
Rocky outcrop used for blocking spot on board. 15cm x 8cm x 6cm.	
MWMC30c Long Hill	\$32.50
Rocky, grassy hill 500mm long x 90mm wide x 65mm high.	
MWMC31 Small Marsh	\$15.50
Small marsh 20cm x 12.5cm.	
MWMC34 Ruined Building Corner	\$11.00
Small ruined building corner, 7cm x 7cm.	
MWMC35 Palm Trees on Base	\$17.00
3 palm trees, 5.5cm high, on 9cm x 9cm base.	
MWMC37 Palm Tree on Base (1)	\$10.50
Palm tree on a 90mm x 90mm base, 60mm high.	
MWMC38 Palm Trees on Base (2)	\$13.00
Two palm trees on a 90mm x 90mm base, 60mm high.	
MWMC39 Burnt-Out Wood	\$18.50
Burnt-out wood, 27cm x 8cm.	
MWMC40 Partially Built Log Cabin	\$11.00
90mm x 110mm base, house 60mm x 50mm x 25mm high.	
MWMC52 Rectangular Field	\$17.50
21cm x 16cm field, with two triangular ploughed fields.	
MWMC52a Rectangular Field	\$16.00
21cm x 16cm field, ploughed field.	
MWMC53 Narrow Field	\$11.00
23cm x 9cm field, ploughed field.	
MWMC54 Large Narrow Field	\$15.50
28cm x 10cm field, ploughed field.	
MWMC55a Small Enclosed Ploughed Field	\$11.50
14cm x 10cm field, ploughed field, bordered by walls & hedges.	
MWMC56 Large Field	\$29.50
41cm x 17cm field, vines, trees, ploughed sections, vege sections.	
MWMC57a Country Lane with Trees, Field	\$75.00
Scene with ploughed fields, tree lined country lane (14 trees)	
MWMC71a Large Rock Pack	\$27.50
Twelve assorted rocks of varying sizes and shapes.	
MWMC71b Rock Pack	\$17.50
Six assorted rocks of varying sizes and shapes.	
MWMC81a Large Medieval Hut with Lean-to	\$17.00
90mm x 75mm, 50mm high.	
MWMC81b Small Medieval Hut	\$14.50
70mm x 60mm, 40mm high.	
MWMC81c Underground Medieval Hut	\$7.50
70mm x 60mm, 30mm high. Most of the hut is under the ground!	
MWMC81d Medieval Village	\$67.50
Stunning setting with huts, (the 3 above) on a lovely base that is 29cm by 29cm, complete with fields, stream, walls.	
MWMC83 Napoleonic European Farm	\$30.00
European farm and buildings enclosing a courtyard. La Haye Sainte?	
MWMC84 DBA/DBM Walled Town with Temple	\$20.50
Ancient BUA 12cm x 18cm town, temple, within walls.	
MWMC90a Medieval Norman Church	\$24.00
Church with Tower 14cm x 7.5cm x 11cm	
MWMC90b Church with Tower	\$24.00
Famous African walled town	
MWMC95 Khartoum	\$85.00
Napoleonic Headquarters With courtyard.....	\$110.00

Scenery Suitable for 25mm & 30mm Figures

MWMDT1 Wide Dirt Road Pack	\$49.00
4 Straight sections, 30cm ea, 2 Curved sections, 18cm ea, the road being 12.5cm wide.	
MWMDT1a Wide River Pack	\$60.00
4 Straight sections, 37cm ea, 2 Curved sections, 23cm; 12.5cm wide.	
MWMDT1b Trenches	\$39.00
Four straight trenches, 22cm x 3cm. 25mm scale.	
MWMDT2 Trenches	\$22.50
T-section, curved section, end section. 25mm scale.	
MWMDT2a Gun Emplacement	\$38.00
20cm x 30cm	
MWMDT2b Command Centre/Trench	\$44.00
22cm x 23cm	
MWMDT3 Field Works	\$20.50
Palisades with earth bank. Eight pieces. 15mm scale.	
MWMDT4 Gun Emplacement	\$15.50
Concrete heavy gun emplacement. 15mm-20mm scale.	
MWMDT4a Fox Holes & Machine Gun Nests	\$17.00
Pack of eight concrete fox holes and machine gun nests. 15mm scale.	
MWMDT5 Concrete Bunker	\$15.50
15mm-20mm scale	
MWMDT8 Sandbag Gun Emplacement	\$14.50
Gun emplacement made of sandbags. 15cm x 10cm. 15mm scale.	
MWMDT9 CAMP SITE	\$11.00
With three tents, campfire, and rock pile. Approx. 100mm x 90mm	
MWMDT10a SMALL BUNKER BUILT INTO HILLSIDE	\$8.50
Camouflaged bunker measures approx. 140mm x 90mm (5 1/2 x 3 1/2) at widest points.	
MWMDT10b LARGE BUNKER BUILT INTO HILLSIDE	\$10.50
Camouflaged bunker measures approx. 170mm x 90mm (6 1/2 x 3 1/2) at widest points.	
MWMDT11 DRAGON S TEETH	\$15.00
Pack containing 2 triangles, 2 small rectangles, and 4 large rectangles of concrete blocks, sizes as shown below.	
MWMDT11a DRAGON S TEETH	\$10.50
Pack of 4 rectangular strips of concrete blocks, each approx. 80mm x 40mm	
MWMDT11b DRAGON S TEETH	\$10.50
Pack of 6 rectangular strips of concrete blocks, each approx. 50mm x 35mm	
MWMDT11c DRAGON S TEETH	\$8.50
Pack of 6 triangular pieces with four concrete blocks. Sides of triangles approx.	

Citadel Scenery

By Games Workshop!	
CIT957883 40K Obstacles: Barricades	\$27.00
6 broken hi-tech walls on grass, from 10cmx2.5cm to 16cmx3cm.	
CIT957880 Warhammer Hedges & Walls	\$27.00
3 stone walls 15cm x 2.5cm, 3 large hedges, 17cm x 3cm.	
CIT957903 Flocked Gaming Battlefield	\$45.00
180cm x 120cm flocked mat, with static grass. (Paper base)	
CIT957125 Warhammer 40K Battlefield Accessories	\$16.00
Tank traps, barrels, shell casings, etc.	

CIT974504 Warhammer Fortress	\$135.00
CIT958412 Citadel Fortress Gate	\$31.50
CIT958429 Citadel Fortress Wall	\$31.50
CIT958436 Citadel Fortress Tower	\$31.50
CIT943371 Hills	\$36.00
CIT957132 Ruined Buildings for 40K	\$16.00

The Cabil

Dirt Cheap Cityscapes Print and assemble colorful 3D city layouts, skyscrapers, skywalks, restaurants, city sections such as streets, sidewalks, parks, building interiors — print them on a 1 or 1.5 square grid; also colorful and realistic cards, trucks, busses, and other 3D scenic accessories. **IBM Pen II**.....**IBM** - \$57.00

Village-on-the-Cheep Print and assemble colorful 3D fantasy villages and towns. Includes main gain, modular city walls, Tavern, Town Square items, Coaches, Forge, Shack, Barn, Jail, Farmhouse and Barn accessories, magic shop, etc. **IBM Pen II**.....**IBM** - \$50.00

K & M Model Trees



DG25 Deciduous Tree - Green	Height - 2.5cm
DX25 Deciduous Tree - Autumn/Blossom	Height - 2.5cm

\$1.50 each unbased or \$67.50 for a box of 50
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



F25 Fir Tree	- Green	Height - 2.5cm
P25 Poplar Tree	- Green	Height - 3.0cm

\$1.50 each unbased or \$67.50 for a box of 50
(There are no suitable bases. Trees are suitable for 1/300th: Epic Warhammer 40,000, BattleTech, Micro, etc.)



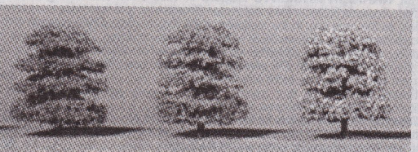
DG50 Deciduous Tree - Green	Height - 5cm
DX50 Deciduous Tree - Autumn/Blossom	Height - 5cm

\$2.50 each unbased or \$45.00 for a box of 20
\$3.25 each based or \$58.50 for a box of 20
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic, Epic Warhammer 40,000, BattleTech, Micro, etc.)



F50 Fir Tree	- Green	Height - 5.5cm
P50 Poplar Tree	- Green	Height - 5.5cm

\$2.50 each unbased or \$45.00 for a box of 20
\$3.25 each based or \$58.50 for a box of 20
(Trees are suitable for 15mm or 1/300th: DBM, Napoleonic, Epic Warhammer 40,000, BattleTech, Micro, etc.)



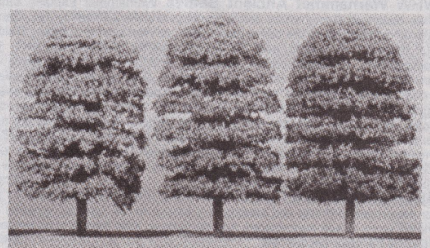
DG70 Deciduous Tree - Green	Height - 7cm
DX70 Deciduous Tree - Autumn/Blossom	Height - 7cm

\$3.95 each unbased or \$71.10 for a box of 20
\$4.70 each based or \$84.60 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



F90 Fir Tree	- Green	Height - 9 cm
P90 Poplar Tree	- Green	Height - 9 cm

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(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, and all 15mm games such as DBM.)



DG125 Deciduous Tree - Green	Height - 12.5 cm
DX125 Deciduous Tree - Autumn/Blossom	Height - 12.5 cm
P125 Poplar Tree - Green	Height- 12.5 cm

\$6.75 each unbased or \$121.50 for a box of 20
\$7.50 each based or \$135.00 for a box of 20
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, Warzone, and 1/72nd or 1/76th scale, eg Panzerfaust.)



Small Green Hedge.....Size - 15 cm long by 1.6cm high

\$3.95 each or \$71.10 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy etc, or as a small hedge for Warhammer Fantasy or 40K, WW2.)



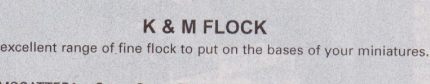
Large Green Hedge.....Size - 17cm long by 2cm high

\$5.50 each or \$99.00 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



Country Hedge.....Size - 17cm long by 2+cm high

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(Suitable for all 25mm figure scales, eg, Warhammer Fantasy or 40K, World War Two, US Civil War, etc.)



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48 - Miniatures: Ancients & Medieval

Miniatures & Miniatures Rules

Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

Ancients & Medieval Warhammer Ancient Battles

WHW Warhammer Ancient Battles Warhammer Fantasy Battles goes historical! Designed by Jervis Johnson and Rick Priestley, two Games Workshop staff. Uses the same basic rules as Warhammer Fantasy Battles, but there is no magic and no mega-powerful characters (yes!), just commanders, standard bearers, musicians, and the various troop types - so you can just focus on tactics and combat! Only ancient and medieval weapons are catered for, such as thrusting spears, heavy throwing spears such as the pilum; kontos, lance, javelins, four types of bow, etc. Armor is none, light or heavy. Shields can be normal, large or buckler. There are rules for chariots, skirmishers, artillery; two complete army lists: Late Marian/Early Imperial Rome, and Barbarian (Gallic and British Celts, picts, Dacian, early Goths and Franks), etc. The rules are lavishly illustrated with beautiful full color prints of 25mm painted soldiers. **\$63.00**

Alexander The Great Historical overview of the period, detailed army lists for the armies of Philip and Alexander, Darius and his Satrapal generals, the Indian army, Greek mercenaries and barbarians. Has four famous battles, a 16 page full color section, etc. **\$63.00**

ARMIES OF ANTIQUITY Armies of Antiquity includes lists for all of the following armies: Sumerian, Egyptian, Hittite, Trojan Wars, Assyrian, Persian, Ancient Greek, Alexander & his Successors, Ancient Indian, Republican Roman, Cathaginian, Late Roman, Cataphract, Byzantine, The Nomad Hordes, The Saracens, Saxon, Viking, Norman, Crusader, Ancient Chinese, and Samurais. **\$34.50**

CHARIOT WARS The chariot armies from 2500 - 500 BC, including Sumerian & Akkadian, New Kingdom Egyptian, Late Babylonian and Assyrian, Hammurabic Babylon, Hittite Empire, the Israelites and Mycenaean Greek & Trojan. Lots of color photos & plates. **\$45.00**

El Cid Warfare in the Spanish Reconquista, 900 - 1250 AD, with eight army lists, for 3 armies of Christian Spain, two African invaders, and three Moorish armies of Al-Andalus. Lovely 16 page color section. **\$45.00**

ENGLISH CIVIL WAR Complete rules for fighting English Civil War 25mm+ tabletop battles, a comprehensive campaign system including a map of 17th century Britain, painting and collecting a Civil War Army, army lists for Covenanters, Montrose, Parliamentarians and Royalists. **\$63.00**

FALL OF THE WEST Covers the period that marked the end of the Western Roman Empire and the start of the Dark Ages, 350 AD - 480 AD. The army list lets you build the following armies: Roman Limitanei, Roman Comitatus, Sea Raiders, Western, Central and Eastern Barbarians, North African, Warlord, Also scenarios, new rules, battles, etc. **\$52.25**

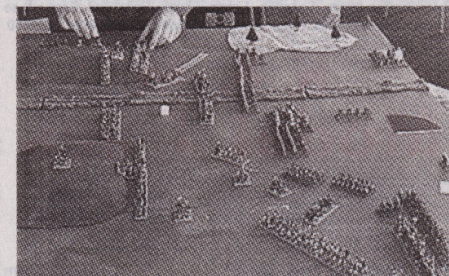
SHIELD WALL Warfare in the Viking Age 790-1085 AD. Contains a historical background and chronology outlining the important events as well as 28 detailed regional army lists, including armies of the Norsemen, English, Caledonians, Welsh, Irish, Western Franks, Normans. **\$63.00**

D.B.A.

WRG De Bellis Antiquitatis Fast Play Ancients Rules 2.0 This new version of DBA has been fully revised to be more in line with DBM Version 3.0. At 52 pages, it is over twice the size of the previous edition of DBA, due to 32 pages of army lists which tie directly into their DBM equivalents. DBA is a simple set of ancient & medieval miniatures rules. Each player needs only 12 elements each, normally with 2 - 4 figures per element. Very suitable for 25mm, 15mm, or 6mm scale games. Contains simple rules for laying out terrain, then each player throws one die per turn to manoeuvre their 12 elements, and combat and shooting is resolved with simple dice throws and a table of results. There are many different troop types, most of which have special abilities in certain terrains or against certain opponents. For example, knights destroy any foot types if they obtain a higher score, bow destroy knights if the knights charge their front and get a higher score than the knights. Differences in rules to the previous edition is the troop type horde is added, knights finally kill blades when they recoil them, pikes & warband don't get rear support against missile armed troops in close combat, spear only get rear support against knights & spear, auxilia get psilo support, bow get no penalties in bad going, etc. **\$22.00**

D.B.M.

WRG D.B.M. 3.0 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat This is the new version 3.0, released June 2000. A few rules have been changed to make the rules more historically accurate, plus lots more examples and diagrams, and loopholes are plugged. The rules are designed for 2mm, 6mm, 10mm, 15mm or 25mm figures, and recreate combat with no record keeping and a minimum of dice rolls. All units are rated according to how they fought, not according to how they were armed and armored. Shock cavalry are knights, skirmishing horse are cavalry or light horse, infantry are bow, blades, spears, pikes, warband, auxilia, or skirmishers. All units are on identical width bases containing 2 to 4 figures, and square off to fight each other. Each unit has a basic combat factor versus foot or mounted, and these factors are effected by terrain, supporting ranks if applicable, and whether your flanks and rear are secure. Certain troop types destroy others if they score higher, such as knights fighting spears or warband fighting blades, but normally you need to double the enemy elements score to kill it. A brilliant command system makes you wrack your brain as you try to out-manoeuvre your opponent. Regular armies are easy to maneuver, irregular armies less so, and morale is both useful but effective - if a command loses 1/3rd of its elements, it is broken, and the army breaks at 7 casualties. **\$22.00**



Game of DBM in progress. (Photo by Scott Nicholas.)

DBM ARMY LISTS Book #1 1300 BC - 500 BC 2nd Ed This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Early Hittite, Greek, Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **\$24.20**

DBM ARMY LISTS #2 500 BC - 476 AD 2nd Ed A new, 2nd Edition, with many lists having been completely revised, such as the Late Hittite, Seleucid, Graeco-Bactrian, Republican & Classical Indian. Other armies covered are Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Late Carthaginian, Hunnic, Alans, Gallic, Ancient British, Sassanid Persian, Early German, Visigoth. This book is the most popular in the series. **\$24.20**

DBM ARMY LISTS #3 476 AD - 1071 AD 2nd Ed The Dark Ages and Early Medieval Period, now revised & updated. Armies of interest include Early Lombards, from Early to Constantinian Byzantine, Early Samurais (the rumors that this list has been butchered are not true - still a great list!), Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Early Polish, Early Hungarian, Georgian, Seljuk Turk, Anglo-Norman, etc. **\$24.20**

DBM ARMY LISTS #4: 1071 AD - 1500 AD 2nd Ed The army lists of the High Medieval Period, have now been revised and updated. Some lists have seen huge changes, such as Early Crusader (with sub generals and a regular Kn and Bd option), Later Crusader (with helps more Spear and King Richard becomes Reg Kn(S)), Free Company, which gets sub-generals instead of allies; also changes to Italian Condotta, Spanish/Portuguese, Teutonic get auxilia, etc. **\$24.20**

WRG History Books

ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Philip of Macedon, Alexander the Great, to the arising of Rome as the dominant power. This book is one of the most comprehensive history books available, detailing each nation in great detail, presenting history, tactics, battles, colors of uniforms and equipment including shield designs. Covers the Persians, Greeks including Boiotia, Sparta, Athens, Phokis, etc. Macedonian, including Philip, Alexander, the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. **\$57.20**

ARMIES & ENEMIES OF IMPERIAL ROMAN 150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs, Sassanid, Persia, Scott & Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **\$49.50**

ARMIES OF THE DARK AGES 600 - 1066 AD A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **\$49.50**

ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tatars by the Franks), Ilkhanids, etc. Each troop type is illustrated and described, giving armor and tunic colors, etc. **\$49.50**

ARMIES OF THE MIDDLE AGES Volume 1 1300 - 1487 AD A must have for all fantasy & historical medieval gamers. This book contains 215 coats-of-arms, for both heater shields and knights banners and pennons. Organisation, tactics, history, dress and equipment are provided for the Hundred Years War, War of the Roses, & the Burgundian Wars, and covers, England, Burgundy, France, Free Companies, Ireland, Italy, Low Countries, Scotland, Spain, & Switzerland. It covers the make up of men-at-arms, including ratio of banners, knights, esquires. Has illustrations and descriptions, color guides to all the troop types for each beligerent. 192 pages. **\$25.00**

ARMIES OF THE MIDDLE AGES Volume 2 1300 - 1500 AD A 200 page historical reference book on the organisation, tactics, dress, weapons, and history of armies of the Ottoman Empire, Eastern Europe, & the Near East from 1300-1500 AD. Nations included are: Albania, Byzantine, Catalan Company, the Golden Horde, Holy Roman Empire, Hospitallers, Hungary, the Hussites (with those cute war wagons!), Mamluks, Ottoman Empire, Poland, Teutonic Knights, the various Italian city states, etc. Includes details of major battles, 105 coats-of-arms, illustrations of all the troop types, artillery, etc. **\$57.20**

Warrior Ancients Rules

4HM WARRIOR ANCIENTS RULES In 1999 WRG sold the rights of the 7th Edition Ancients Rules to Four Horsemen Enterprises, and they have produced these rules, as the next step in the evolution of 7th Ed, in effect. Challenging and thought provoking ancients and medieval rules, with flaws corrected, clarified rules: a clearly indexed set of rules. An added bonus in the rules is Fast Warrior, a fast playing version of the Basic Game, with 276 one-command lists to use with it. Has 124 A4ish sized pages, lots of diagrams. More detailed than DBM. **\$34.95**

Biblical Warrior 36 lists covering Bronze & early Iron Ages from Sumerian, Mitannian, Hittite, Sea Peoples, to Kushite Egyptian. **\$26.00**

Classical Warrior 38 lists for the Hellenistic world. Nov 04. **\$26.00**

Imperial Warrior 36 lists covering the armies of the Mediterranean basin, including the late Roman Republic to the end of the Empire. Nov. **\$26.00**

Dark Age Warrior 36 lists covering European Dark Ages, the Early Byzantines, and Muslim Expansion. Includes Italian Ostrogoths, Early Bulgar, Slave, Arab Conquest, Byzantine, Viking, Norman. **\$26.00**

Holy Warrior 36 lists covering the Crusades & North Africa. Includes Nikephorian Byzantine, Ghaznavid, Ottoman, L. Hungarian, etc. **\$26.00**

New World Warrior 8 lists covering the North and South American with massive historical notes. **Download from their site**

Oriental Warrior 40 lists for Eastern, Central, South Asia. May. **\$26.00**

Feudal Warrior 40 lists for Western Europe, 927 - 1485 AD, from Polish, Polish, Feudal French, Free Company, to Burgundian. **\$26.00**

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Might of Arms

CP Might of Arms Rules for ancient, dark age and medieval miniatures battles. Features fast action, easy to learn, historical tactics work, extensively play tested, 6 years in development, suitable for 2 player or multiplayer games, complete rules with 27 diagrams, reference card, 21 optional rules, 150 army lists, 500+ units, 300+ scenarios - 1500 AD, point system for flexible armies, no rebasing of figures required. **\$20.00**

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D.Y.O. DBM ARMY: This is a special offer that applies to all DBM players. Simply print or fax us the list that you have designed, listing which DBM Army Lists book you took it from, and the elements and the number of them that you have chosen for your army. We will then give you a quote on how much the army will cost, and you can then either quote a Master/Bank/VISA card number, or send us a cheque or money order, and we will get the army in for you, and we guarantee to give you 15% off the normal retail prices. (Does not apply to Chariot.) Please note that if your army does not use Musket, Artillery, or Irregular Miniatures, the order could take up to 6 weeks to get in from the UK. For Biblical armies, for example, we will use either Chariot or Essex miniatures. **\$Quote**

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Games of DBA in progress. From NWA Website.

Miniatures - Ancients & Medieval - 49

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MUSNI11	Viking Bondi Spearman with sword (1)	\$0.77
MUSNI12	Viking Bondi Spearman with sword (1)	\$0.77
MUSNI13	Viking Skirmisher, javelin, shield (1)	\$0.77
MUSNI14	Viking Bondi Spearman with spear	\$0.77
MUSNI15	Viking Cinc on foot, sword & shield (1)	\$0.77
MUSNI16	Viking Huscarl with axe (1)	\$0.77
MUSNI17	Staff Slinger light infantry (1)	\$0.77
MUSNI18	Viking Shieldmaiden with sword & shield (1)	\$0.77
MUSNI19	Viking/Norman Hvy Inf, spr, shld (1)	\$0.77
MUSNI20	Medieval Archer with helmet (1)	\$0.77
MUSNI21	Sherwood Archer (1)	\$0.77
MUSNI22	Crusader Crossbowman, armored (1)	\$0.77
MUSNI23	Crusader Archer, chainmail hauberk (1)	\$0.77
MUSNI24	Crusader Foot Knight, swrd, shld (1)	\$0.77
MUSNI25	Crusader Foot Knight with mace, shld (1)	\$0.77
MUSNI26	Crusader Foot Knight w/spear & shld (1)	\$0.77
MUSNI27	Crusader Heavy Inf w/spear & shld (1)	\$1.54
MUSNI28	Crusader Heavy Inf w/spear & shld (1)	\$1.54
MUSNI29	Crusader Heavy Inf w/spear & shld (1)	\$1.54
MUSNI30	Crusader Heavy Inf w/spear & shld (1)	\$1.54
MUSNI31	Crusader Heavy Inf w/spear & shld (1)	\$1.54
MUSNI32	Crusader Foot Knight w/sword & shld (1)	\$0.77
MUSNI33	Crusader General on foot, swrd, shld (1)	\$0.77
MUSNI34	Crusader Foot Knight w/sword & shld (1)	\$0.77
MUSNI35	Crusader Foot Knight w/sword & shld (1)	\$0.77
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MUSNI98	Crusader Foot Knight w/sword & shld (1)	\$0.77
MUSNI99	Crusader Foot Knight w/sword & shld (1)	\$0.77
MUSNI00	Crusader Foot Knight w/sword & shld (1)	\$0.77

1300s - 1500s AD Medieval Europe

True 15mm metal miniatures available separately

MUSMD01	Unarmored English Longbowman (1)	\$0.77
MUSMD02	Armored English Longbowman (1)	\$0.77
MUSMD03	Unarmored Welsh Longbowman (1)	\$0.77
MUSMD04	French Crossbowman (1)	\$0.77
MUSMD05	Genoese Crossbowman (1)	\$0.77
MUSMD06	French Archer with bow (1)	\$0.77
MUSMD07	Welsh Knightman, long knife & shield (1)	\$0.77
MUSMD08	Welsh Spearman, spear & shield (1)	\$0.77
MUSMD09	False French Town Militia, spear, shield	\$0.77
MUSMD10	Brigand with 2handed weapon (1)	\$0.77
MUSMD11	Heavy Armored English Longbowman	\$0.77
MUSMD12	Foot Knight with mace & shield (1)	\$0.77
MUSMD13	Foot Knight with axe (1)	\$0.77
MUSMD14	Foot Knight with sword & shield (1)	\$0.77
MUSMD15	Blindfolded Knight (1)	\$1.54
MUSMD16	Mounted EHK Men-at-Arms (1)	\$1.54
MUSMD17	Mounted Household Men-at-Arms SHK	\$1.54
MUSMD18	English Lesser Mdt Men-at-Arms HC (1)	\$1.54
MUSMD19	French/Continental Mdt M-at-Arms SHK	\$1.54
MUSMD20	French Mounted Sergeant (1)	\$1.54
MUSMD21	Mounted Hobilar with Lance (MC) (1)	\$1.54
MUSMD22	Mounted Archer/Longbowman (1)	\$1.54
MUSMD23	Later Mounted Man-at-Arms SHK (1)	\$1.54
MUSMD24	Later Mounted Man-at-Arms SHK (1)	\$1.54
MUSMD25	Retinue Armored Billman (1)	\$0.77
MUSMD26	Retinue Armored Longbowman (1)	\$0.77
MUSMD27	Retinue Armored Longbowman (1)	\$0.77
MUSMD28	Mounted Shire Levy Hobilar MC (1)	\$1.54
MUSMD29	Shire Levy Billman (1)	\$1.54
MUSMD30	Burgundian Handgunner (1)	\$0.77
MUSMD31	Irish Kern Light Infantry (1)	\$0.77
MUSMD32	Mounted Retinue Billman (1)	\$1.54
MUSMD33	Mounted Retinue Archer with bow (1)	\$1.54
MUSMD34	Burgundian Armored Pikeman (1)	\$0.77
MUSMD35	Mounted, armored crossbowman (1)	\$1.54
MUSMD36	Mounted Cinc or Sub-general (1)	\$1.54
MUSMD37	Later Men-at-Arms on foot with sword (1)	\$0.77
MUSMD38	Later Men-at-Arms on foot with sword (1)	\$0.77
MUSMD39	Medium Bombard & Crew	\$9.90
MUSMA02	Small Wheel Bombard & Crew	\$6.60
MUSMA01	Organ Gun & Crew	\$6.60
MUSMA04	Small Wheeled Mortar (4)	\$6.60

15mm Equipment

By Museum or Irregular Miniatures

MUSPH01	Pack Horses (3)	\$3.30
MUSAC80	Pack Mules (3)	\$6.60
BAABA01	Sheep (3)	\$1.54
MOOMO02	Cows (2)	\$2.20
Pigs (3)		\$1.54
BLEAT4	Goats (3)	\$2.20
SNORT5	Bison (2)	\$2.20
SPWIPIT6	Camel Camel (1)	\$2.20
SWIPIT6	Camel Camel (1)	\$2.20
RAWHIDE8	Long Horn Cattle (2)	\$2.20
MEHMEH9	Lambs (4)	\$1.54
WOOF10	Labrador (it's a dog)	\$0.77
GROWL11	Alsatian (it's a dog too)	\$0.77
MUP12	Pack Mules (2)	\$1.54
PEWH13	Mules (2)	\$1.54
GEEGEE14	Horse (2)	\$1.54

15mm Peasants

By Irregular Miniatures

Female Peasant on Foot	\$0.77
Priest on Foot	\$0.77
Woodman on Foot	\$0.77
Shoemaker on Foot	\$0.77
Nouveaux Rich Peasant on Horse	\$1.77

15mm Defenses

By Irregular Miniatures

Wooden Gateway	\$3.30
Earthen Bank with Wooden Palisade 40mm wide	\$4.95
Wooden Palisade 40mm wide	\$2.20
Wooden Palisade Corner	\$4.95
Stone Parapet with Stone Wall 40mm wide	\$4.95
Stone Wall 40mm wide	\$2.20
Earthen Ditch 40mm wide	\$4.95
Earthen Ditch Corner	\$4.95
Medieval Tent 35mm wide	\$4.95

DBM Metal Bases

2mm thick, flat metal bases with vertical sides and sharp corners & edges	
15mm x 40mm (for use with 15mm scale)	\$0.82
20mm x 40mm (for use with 15mm scale)	\$1.65
30mm x 40mm (for use with 15mm scale)	\$2.20
40mm x 40mm (for use with 15mm scale)	\$2.48

The best ancients figures I've seen, by far, but around 19mm tall.

Allow 2+ weeks for delivery, as the figures are made up for us.

AB ANCIENTS

Ancient Greeks

ABGR1	Front Rank Hoplite (1) 2 types	\$0.95
ABGR2	Rear Rank Hoplite (1) 2 types	\$0.95
ABGR3	Front Rank Spartan (1) 2 types	\$0.95
ABGR4	Rear Rank Spartan (1) 2 types	\$0.95
ABGR5	Nude Hoplite (Bodan/Theban) (1) 2 types	\$0.95
ABGR6	Cretan Archer (1) 2 types	\$0.95
ABGR7	Spartan Officer (1)	\$0.95
ABGR8	Hoplite Officer (1)	\$0.95
ABGR9	Phalanx	\$0.95
ABGR10	Horn Player (1)	\$0.95
ABGR11	Thessalian Cavalryman (1)	\$1.90
ABGR12	Athenian Cavalryman (1)	\$1.90
ABGR13	Greek Archer (1) 2 types	\$0.95
ABGR14	Scythian Archer (1) 2 types	\$0.95
ABGR15	Peltast (1) 2 types	\$0.95
ABGR16	Thracian Peltast (1) 2 types	\$0.95
ABGR17	Greek Slinger (1) 2 types	\$0.95

Eureka 15mm Samurai

Eureka has released their lovely new range of 15mm samurai. These are all piece castings (Essex have separate swords and quivers). They are slightly larger than the Essex figures, but can be combined without any trouble. People are not all the same height! The actual samurai are 11th - 13th century, but are fine for later periods. Sashimono back banners started being used from 1473 AD, and can be bought separately. Allow 2+ weeks for delivery, as the figures are made up for us.

300SAM01	Peasants, with pole arms (4)	\$0.82
300SAM02	Early Samurai Followers, with naginata (2)	\$0.82
300SAM03	Early Samurai Followers, with bow (2)	\$0.82
300SAM04	Early Samurai Follower with standard (1)	\$0.82
300SAM05	Warrior Monks, any period, with naginata (4)	\$0.82
300SAM06	Samurai in heavy armour, with katana (4)	\$0.82
300SAM07	Samurai in heavy armour, with pole arms (2)	\$0.82
300SAM08	Samurai in heavy armour, with bow (2)	\$0.82
300SAM09	Samurai in heavy armour, with standard (1)	\$0.82
300SAM10	Battle Ashigaru/Follower, with naginata (3)	\$0.82
300SAM11	Later Ashigaru/Follower, with bow (2)	\$0.82
300SAM12	Later Ashigaru/Follower, with 12 foot yari (3)	\$0.82
300SAM13	Renaissance Ashigaru, with arquebus (2)	\$0.82
300SAM14	Later Samurai or Renaissance Ashigaru, with standard (1)	\$0.82
300SAM15	Mounted Samurai, with katana (3)	\$1.65
300SAM16	Mounted Samurai, with naginata (3)	\$1.65
300SAM17	Mounted Samurai, with bow (3)	\$1.65
300SAM18	Horse Holder — for standing horse (1)	\$0.82
300SAM19	Standing Horse — for horse holder (1)	\$0.82
300SAM20	Mounted General (2) B	\$1.65
300SAM21	General on foot (1) A	\$1.65
300SAM22	Command Pack, any period - 2 seated/standing generals; 2 attendants; 2 standard bearers, plus 4 screens	\$14.85
300SAM23	Geisha (1)	\$0.82
300SAM24	Samurai Screen (40mm long)	\$2.48
300SAM25	Sashimono back banners (Pack of 10)	\$0.82
300SAM26	Japanese magic user — for fantasy Samurai armies (2)	\$0.82
300SAM27	Mounted Japanese magic user — for fantasy Samurai armies (2) 51	\$0.82

DBM basing suggestions

- For Later Samurai DBM list, for Ikko Ikki, use 3-4 x 300SAM01 Peasants plus 1-2 x 300SAM05 Warrior Monks, per element of horde.
- For Later Samurai DBM list, for Town Militia, use 3-4 x 300SAM01 Peasants plus 1-2 x Samurai, with either bow or katana, 5 figures total.
- 300SAM02 Early Samurai Followers can also be used as samurai in lightened armour or ronin. Inf Bd/F, by using 2 x 300SAM02 and 1 x 300SAM06 or 07.
- Every DBM Axi(I) element should have 1 x 300SAM04 and 2 x 300SAM02.

Essex 15mm Early Samurai

Essex have released their lovely new range of 15mm samurai. The samurai are 11th - 13th century, but are fine for later periods. Sashimono back banners can be added to convert them into 16th century+.

All Samurai codes have lots of different figures with variants in each pack to give a realistic look to your army.

SAM1	Samurai Bowman, Assorted poses (8)	\$8.50
SAM2	Samurai Bowman, firing/loading (8)	\$8.50
SAM3	Lower class Samurai, lighter armour, sword, Naginata (8)	\$8.50
SAM4	Lower class Samurai Bowman (8)	\$8.50
SAM5	Followers with Naginata (8)	\$8.50
SAM6	Followers with Bow (8)	\$8.50
SAM7	Mounted Samurai, firing/loading, etc (4)	\$8.50
SAM8	Mounted Samurai, mixed poses (4)	\$8.50
SAM9	2 pairs of peasants sharing loads on a pole	\$8.50
SAMXX	6 Assorted peasants with mixed loads	\$8.50
SAM9	Samurai Foot Standard Bearer (6 per pack)	\$8.50
SAM10	Lower Class Foot Standard Bearer (6 per pack)	\$8.50
SAM11	General, seated with bodyguard	\$8.50
SAM12	Bodyguard Infantry	\$8.50
SAM13	Mounted General with bodyguard	\$8.50
SAM14	Mounted bodyguard with naginata	\$8.50
SAM15	Warrior Monks with naginata	\$8.50
SAM16	Warrior Monks on foot with Monks as Bodyguards	\$8.50
SAM17	Warrior Monk General standing in cart with horse attendant	\$12.00
SAM18	Mounted Warrior Monks with Naginata	\$8.50
SAM19	Horseholders, 2 attendants, 4 horses	\$8.50
SAM20	Samurai Swordsmen or Ronin	\$8.50
SAM21	Ashigaru, helmets, yari, sashimono	\$8.50
SAM22	Ashigaru, assorted headgear, yari, sashimono	\$8.50
SAM23	Knelling Ashigaru, helmets, yari, sashimono	\$8.50
SAM24	Knelling Ashigaru, assorted headgear, yari, sashimono	\$8.50
SAM25	Horses, various figures, mixed weapons	\$8.50
SAMYY	Sashimono	\$8.50

Atlantic Ancients

HO Scale Soft plastic Ancient Figures, about 24mm tall

FXALT1	Ancient Egyptian Infantry (62 HO Scale figures)	\$16.70
Contains Axemen, Clubmen, Swordsman, Spearman, Archers, Guards, Negroes.		
FXALT2	Ancient Egyptian Chariots (6 HO Scale Chariots)	\$16.70
Contains 6 2-Horse Chariots, each with 2 crew. Horses have cloth armor.		
FXALT5	Ancient Greek Infantry (64 HO Scale figures)	\$16.70
Contains one armored archer type, and 7 types of Hoplites, scale or bronze cuirass		
Suitable for Trojan War, Early & Later Hoplite Greek.		
FXALT6	Ancient Greek Cavalry (6 HO Scale Chariots, 8 Cavalry)	\$16.70
Contains 2 Trojan War chariots, and 8 Greek Cavalry.		
FXALT14	Ancient Life (2 HO Scale)	\$16.70
Mostly Roman and Greek civilians and accessories.		

50 - Miniatures Renaissance - 19th Century

D.B.R. by WRG

DBR Wargames Rules for Renaissance Battles 2.0 DBM style rules for the Renaissance period, 1494 — 1700 AD finally re-written into a revised edition. Features morale equivalents instead of element equivalents, new terrain choosing and deployment procedures to encourage the production of a battleplan. No order writing or record keeping is required, providing a fast game, where allocating a generals few movement pips each turn are a crucial factor.\$22.00

DE BELLIS RENATIONIS

Wargames Rules for Renaissance Battle

1494 AD to 1700 AD



by
Pete Barber and Richard Rodney Smith

WARGAMES RULES FOR RENAISSANCE BATTLE

WARGAMES RULES FOR RENAISSANCE BATTLE

DBR ARMY LISTS BOOK 1 Covers the Great Italian Wars; the Valois-Hapsburg-Tudor Wars; Armies of the Turkish Wars; Armies of the Chinese and Japanese Wars; Armies of the Americas; and Armies of the Reformation.\$22.00

DBR ARMY LISTS BOOK 2 This book has army lists covering the early European northern wars, the Thirty Years War and Great Rebellions and the Moghul Conquest of India.\$22.00

DBR ARMY LISTS BOOK 3 Armies of the Eastward Colonial Expansion and of the European Enlightenment.\$22.00

DE BELLIS CIVILE Scenarios for English Civil War battles using DBR, by WRG, set in 1642-43. Contains 18 battle scenarios which range from minor skirmishes to major battles such as Edgehill and the first battle of Newbury. This battles cover the early part of the war, before the New Model Army.\$22.00

DE BELLIS CIVILE 1644-1654 Scenarios for English Civil War battles using DBR, by WRG, set in 1644-54. This volume covers a number of small field actions and larger actions set at the end of the First Civil War such as Cropredy Bridge, Marston Moor and Naseby.\$22.00

Warfare in the Age of Discovery

EMP Warfare in the Age of Discovery Miniatures rules for the Renaissance 1470 — 1680, being of intermediate level, having extensive army lists for the major armies of Europe covering the Italian Wars through to the Religious Wars. Has a mapless campaign system. Also army lists for the 30 Years War, English Civil War, etc. (Reprint?)\$38.50

Napoleonic Period

Broadside!

SE Broadside! Simple Sail Wargame Rules 1650 - 1850

By S. Elaurant. Produced in Canberra, these are grand tactical naval warfare rules for 1:1200th — 1:3000th scale ships using a system similar to DBM, and therefore requires no book keeping. The heart of the game is a simple, almost DBM-style signal system which makes any changes of course uncertain and elaborate manoeuvres risky. It includes rules for boarding, wind changes, gales, tide, forts, running around, repairs, fireships and galleys. There is a point system for generating balanced one off battles and a campaign system. Fleet lists are included for all major naval powers from 1650 to 1850 including Britain, France, Spain, Holland, USA, Denmark, Sweden, Russia and Turkey.\$14.00

Chef De Bataillon

CHEF DE BATAILLON A rules system that portrays tactical warfare in the Napoleonic period. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occurred within the large battles in a manner previously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc.\$74.25

Eureka: Pirates

EUR 15 MEN The Pirate Skirmish Rules Designed for Hollywood style action and quick exciting games of piracy on the high seas, these rules require only 15 pirates per side and will give you many an evenings entertainment. (Photocopied production.)\$5.50

Avast Range of Golden Age Pirates

Exaggerated 28mm range of pirates made by Eureka miniatures

EURPS14A Pirate with rammer\$3.00

EURPS15 Powder Monkey (Cabin Boy)\$3.00

EURPS16* Swashbuckling hero\$3.00

EURPS17* Cur using two handed weapon\$3.00

EURPS18* Pirate with peg leg and eye patch\$3.00

EURPS19* 30 randomly assorted historical pirates\$30.00

EURPZ1 Zombie pirate (many variants)\$3.00

EURPZ2 Zombie pirate conjurer in eastern dress\$3.00

EURPS1A* Pirate with peg leg and eye patch\$3.00

EURPS2A* Pirate with foot on treasure chest\$3.00

EURPS3A* Pirate carrying barrel\$3.00

EURPS4A* Pirate with dagger\$3.00

EURPS5A* Well dressed pirate advancing with pistol\$3.00

EURPS6A* Well dressed pirate advancing\$3.00

EURPS7 Cur pointing\$3.00

EURPS8 Cur with blunderbuss\$3.00

EURPS9 Cur ready for action\$3.00

EURPS10* Pirate laying gun\$3.00

EURPS11* Pirate laying gun\$3.00

EURPS12 Pirate pulling on ropes\$3.00

EURPS13 Pirate pulling on ropes\$3.00

EURPS14 Pirate with rammer\$3.00

EURPS14A Pirate with rammer\$3.00

EURPS15 Powder Monkey (Cabin Boy)\$3.00

EURPS16* Swashbuckling hero\$3.00

EURPS17* Cur using two handed weapon\$3.00

EURPS18* Pirate with peg leg and eye patch\$3.00

EURPS19* 30 randomly assorted historical pirates\$30.00

EURPZ1 Zombie pirate (many variants)\$3.00

EURPZ2 Zombie pirate conjurer in eastern dress\$3.00

Pirates are supplied on slot style bases inscribed with wooden planks. Grass inscribed bases can be supplied instead if requested.

* Pirates so marked have one or two open hands, so that you can add a random weapon to their hand, to make greater variety.

Fire and Steel

WRG FIRE AND STEEL Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures. Gives troop specifications for Seven Years War and Napoleonic battles. Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc.\$16.60

Flint & Steel

COA FLINT & STEEL 1740 - 1789 RULES Brand new rules from Clash of Arms, being miniatures rules for the American Revolution and the Age of Reason. Suitable for 5mm, 10mm, 15mm, 20mm, 25mm or 30mm figures, and a sheet of top down figure stand templates is provided with the rules so that you can play even without owning any figures! The rules are comprehensive and play quickly, and give ratings and details for almost 700 individual American, British, German, French and Indian units from the American Revolution, as well as ratings on over 500 different types of units for 25 different armies between 1740-89. Performance data on over 50 kinds of artillery.\$44.00

From Valmy to Waterloo

COA FROM VALMY TO WATERLOO A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer must determine the overall objectives for the army, and on the tactical level, the player must then attempt to achieve these objectives with the figures he commands on the tabletop. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates.\$55.00

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POW Napoleonic Principles of War Version II Miniatures wargames rules for conflicts between 1792 and 1815. These rules feature a simple mechanism that simplifies command and control. Rates to 25mm, 15mm or 6-10mm. There is no casualty removal. 1 inch = 100 yards for 6mm and 15mm, 1 inch = 50 yards for 25mm. There are usually 12 - 18 turns a day. One unit of models represents one foot regiment of two or more battalions, a cavalry unit represents a brigade of two or three cavalry regiments, an artillery battery represents several batteries. Also has detailed army lists for most nations involved. This second edition has been updated from 4 years of experience, plus lots of clarifications.\$52.00

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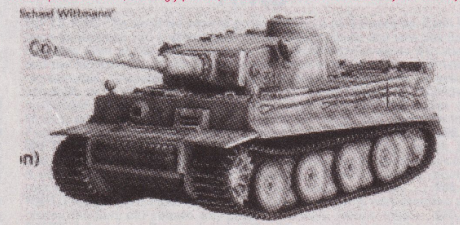
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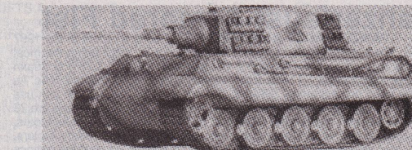
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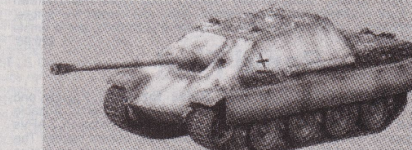


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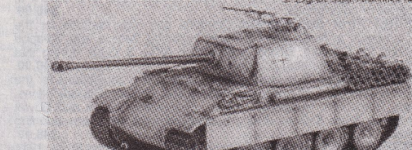
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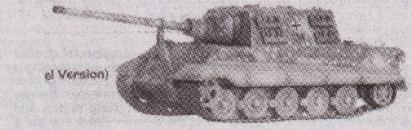
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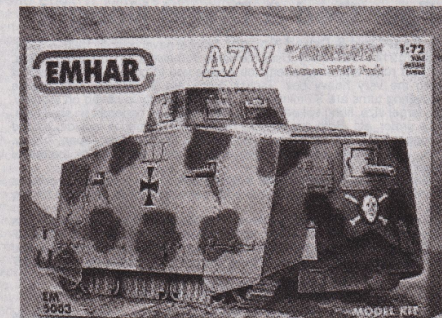
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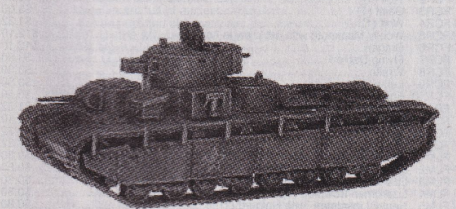


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BFG581	7.5cm LG40 RECOLLESS GUN FJ	\$13.50
BFG582	10.5cm LG40 RECOLLESS GUN FJ	\$13.50
BFG583	7.5cm GebC36 GUN FJ	\$13.50
BFG585	150cm SLG33 GUN	\$13.50
BFG586	10.5cm FH18 HOW	\$13.50
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BFG614	MORTAR PLATOON	\$13.50
BFG615	ARTILLERY HQ	\$13.50
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BFG632	MORTAR PLATOON (DAK)	\$13.50
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BFG634	COMMAND HQ FJ	\$13.50
BFG635	FALLSCHIRMJAGER PLATOON	\$26.00
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BFG638	MORTAR PLATOON (FJ)	\$13.50
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BFG640	FALLSCHIRMJAGER ARTILLERY	\$13.50
BFG641	SEATED INFANTRY & DRIVERS FJ	\$13.50
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BFG645	VON DER HEYDTE	\$13.50
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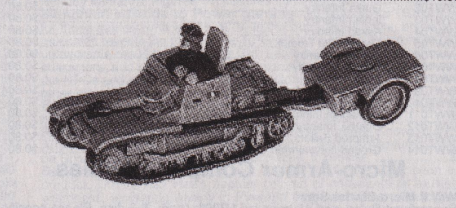
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BFSU091	IS-2M Josef Stalin	\$13.50
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BFSU102	IS-85	\$13.50
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BFSU122	ISU-122	\$13.50
BFSU123	ISU-152	\$13.50
BFSU130	ISU-122	\$13.50
BFSU131	ISU-152	\$13.50
BFSU145	BM-13 KATYUSHA	\$13.50
BFSU146	KATYUSHA SUPPORT CREW	\$13.50
BFSU161	QUAD MG ON TRUCK	\$13.50
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BFSU273	STALINETS	\$13.50
BFSU300	BA-4	\$13.50
BFSU302	BA-64	\$13.50
BFSU412	DODGE 3/4 TON	\$13.50
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BFSU510	UNKNOWN	\$13.50
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BFSU542	85mm OBR 1939 GUN	\$13.50
BFSU545	QUAD MAXIMS	\$13.50
BFSU546	76mm OBR 1927 GUN	\$13.50
BFSU573	76mm ZIS-3 GUN	\$13.50
BFSU576	122MM OBR 1938 HOWITZER	\$13.50
BFSU580	122MM OBR 1931/37 GUN	\$13.50
BFSU581	152mm OBR 1930 HOW	\$13.50
BFSU700	BATTALION HQ	\$13.50
BFSU701	COMPANY HQ	\$13.50
BFSU702	STREL'OVAYA PLATOON	\$26.00
BFSU703	SMG PLATOON	\$13.50
BFSU704	MG X 6 PACK	\$13.50
BFSU705	MORTAR (x6) PACK	\$13.50
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BFSU707	SCOUT PLATOON	\$13.50
BFSU708	AT RIFLE	\$13.50

BFSU709	ARTILLERY HQ	\$13.50
BFSU712	ARTILLERY CREW	\$13.50
BFSU714	TANK CREW	\$13.50
BFSU715	SEATED INFANTRY	\$13.50

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BFT241	SAHARIANA (AT RIFLE)	\$13.50
BFT242	SAHARIANA (47/32)	\$13.50
BFT243	SAHARIANA (2085)	\$13.50
BFT270	FIAT SPA L37 TRACTOR	\$13.50
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BFT561	85/17 GUN	\$13.50
BFT570	75/27 HOW	\$13.50
BFT701	COMPANY HQ	\$13.50
BFT702	FUCILIERI PLATOON	\$26.00
BFT704	MG PLATOON	\$13.50
BFT705	MORTAR PLATOON	\$13.50
BFT712	ARTILLERY CREW	\$13.50
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BFSU005	M5A1 STUART	\$13.50
BFSU008	M24 CHAFFEE	\$13.50
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BFSU040	M4 SHERMAN	\$13.50
BFSU042	M4A1 SHERMAN	\$13.50
BFSU044	M4A1 SHERMAN (76)	\$13.50
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BFSU047	M4A1 SHERMAN (sandbags)	\$13.50
BFSU049	M4 SHERMAN DOZER	\$13.50
BFSU050	M4A3 SHERMAN (76)	\$13.50



BFSU051	M4A3 SHERMAN (76) S/BAGS	\$13.50
BFSU052	M4A3 SHERMAN (105)	\$13.50
BFSU053	M4A3E8 EASY 8 SHERMAN	\$13.50
BFSU056	M4A3E2 SHERMAN JUMBO	\$13.50
BFSU057	M4 SHERMAN CALLIOPE	\$13.50
BFSU058	M4 SHERMAN DD	\$13.50
BFSU059	SHERMAN WADING KIT	\$13.50
BFSU080	M26 PERSHING	\$13.50
BFSU100	M6 37mm GMC	\$13.50
BFSU101	M3 GMC (75)	\$13.50
BFSU102	M10 3in GUN	\$13.50
BFSU106	M18 HELLCAT	\$13.50
BFSU107	M36 JACKSON	\$13.50
BFSU140	T30 75mm HMC	\$13.50
BFSU141	T19 105mm HMC	\$13.50
BFSU142	M8 SCOTT	\$13.50
BFSU143	M7 PRIEST	\$13.50
BFSU144	M12 155MM GMC	\$13.50
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BFSU184	M16 MGMC (QUAD 50s)	\$13.50
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BFSU201	M3 HALF-TRACK	\$13.50
BFSU202	M3 HALF TRACK W/MORTAR	\$13.50
BFSU203	M21 MORTAR CARRIER	\$13.50
BFSU300	M3A1 SCOUT CAR	\$13.50
BFSU301	M8 GREYHOUND	\$13.50
BFSU302	M20 ARMOURD UTILITY	\$13.50
BFSU410	JEOP 2	\$13.50
BFSU412	DODGE 3/4 TON TRUCK	\$13.50
BFSU430	GMC 2 1/2 TON TRUCK	\$13.50
BFSU500	M6 37mm GUN	\$13.50
BFSU501	M1 57mm ATG & crew	\$13.50
BFSU510	M5 3IN GUN	\$13.50
BFSU541	40MM BOFORS	\$13.50
BFSU560	M8 75MM HOW (PARRA)	\$13.50
BFSU570	M2A1 105mm HOWITZER	\$13.50
BFSU600	M31 GRANT TRV (recovery)	\$13.50
BFSU601	M32 SHERMAN TRV (recovery)	\$13.50
BFSU701	COMPANY PLATOON	\$26.00
BFSU702	RIFLE PLATOON	\$13.50
BFSU703	ARMORED RIFLE PLATOON	\$26.00
BFSU704	HMG (30 cal water) PLATOON	\$13.50
BFSU705	MORTAR PLATOON	\$13.50
BFSU706	PIONEER PLATOON	\$13.50
BFSU707	ARMORED RECONNAISSANCE PLATOON	\$13.50
BFSU708	ARTILLERY HQ	\$13.50
BFSU709	ARTILLERY CREW (PARRA)	\$26.00
BFSU710	ARTILLERY CREW	\$13.50
BFSU712	TANK CREW	\$13.50
BFSU715	SEATED INFANTRY	\$13.50
BFSU716	BAZOOKA PACK	\$13.50
BFSU717	50CAL PACK (X5)	\$13.50
BFSU718	DISMOUNTED MG & ARMOURD RIFLE	\$13.50
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BFSU724	MG PLATOON (PARA)	\$13.50
BFSU725	MORTAR PLATOON (PARA)	\$13.50
BFSU731	ARTILLERY CREW (PARA)	\$13.50
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BFX103	BASES (MEDIUM)	\$13.50
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BFX651	SUPPLY WAGON	\$13.50
BFX652	HORSE-DRAWN LIMBERS	\$13.50
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1/300th Scale 6mm scale by Irregular Miniatures. Not in the league of GHQ. Cast by Eureka Miniatures here in Australia. Allow 2 weeks for delivery.

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WWTG49	SDKfz 232 with 75mm A/C	\$1.60
WWTG50	SDKfz 7 half track	\$1.60
WWTG51	SDKfz 11 half track	\$1.60
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WWTG53	SDKfz 251 half track with rocket	\$1.60
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WWTA 32	Chevy lorry	\$1.60
WWTA 33	Cut down Chevy lorry	\$1.60
WWTA 34	Sherman Catapoo	\$1.60
WWTA 35	Armoured bulldozer	\$1.60
WWTA 36	Anti-tank gun & crew	\$1.60
WWTA 37	105mm howitzer & crew	\$1.60
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WWTA 40	Covered jeep	\$0.80
WWTA 41	Reco jeep with MG	\$0.80
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WWTA 45	Studebaker Gasoline lorry	\$1.60

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WWTR 25	RTT	\$1.60
WWTR 26	SU 76	\$1.60
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WWTR 28	BAT10 A/C	\$1.60
WWTR 29	KV (85)	\$1.60

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INFANTRY & GUNS

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WWTG2	LMGs with crew	\$0.80
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WWTG4	Mortars with crew	\$0.80
WWTG5	Anti-tank rifles with crew	\$0.80
WWTG6	Paratroopers with crew	\$0.80
WWTG7	HQ/Observers	\$0.80
WWTG8	Engineers with tools	\$0.80
WWTG9	Engineers with flamethrower	\$0.80
WWTG10	SS or similar in smock	\$0.80
WWTG11	Paratroopers advancing	\$0.80
WWTG12	Paratroop LMGs with crew	\$0.80
WWTG13	Paratroop HMGs with crew	\$0.80
WWTG14	Paratroop Panzerfausts with crew	\$0.80
WWTG15	Paratroop HQ	\$0.80
WWTG16	Two Paratroops Gathering parachute and supplies	\$0.80
WWTG18	Africa Korps Infantry	\$0.80
WWTG19	Two Cavalry	\$0.80
WWTG20	Artillery crew	\$1.60

WORLD WAR TWO BRITISH

WWTB1	Infantry advancing	\$0.80
WWTB2	LMGs with crew	\$0.80
WWTB3	HMGs with crew	\$0.80
WWTB4	Mortars with crew	\$0.80
WWTB5	Anti-tank rifles with crew	\$0.80
WWTB6	PIATs with crew	\$0.80
WWTB7	HQ/Observers	\$0.80
WWTB8	Engineers with tools and mine detector	\$0.80
WWTB9	Engineers with flamethrower	\$0.80
WWTB10	Commands attacking	\$0.80
WWTB11	Paratroopers advancing	\$0.80
WWTB12	Paratroop LMGs with crew	\$0.80
WWTB13	Paratroop HMGs with crew	\$0.80
WWTB14	Paratroop mortars with crew	\$0.80
WWTB15	Paratroop PIATs with crew	\$0.80
WWTB16	Paratroop HQ	\$0.80
WWTB17	Two paratroops Gathering parachute and supplies	\$0.80
WWTB18	Highland Infantry	\$0.80
WWTB19	Desert Rat Infantry	\$0.80
WWTB20	Artillery crew	\$1.60

WORLD WAR TWO RUSSIANS

WWTR1	Infantry advancing	\$0.80
WWTR2	LMGs with crew	\$0.80
WWTR3	HMGs with crew	\$0.80
WWTR4	Mortars with crew	\$0.80
WWTR5	Anti-tank rifles with crew	\$0.80
WWTR6	HQ/Observers	\$0.80
WWTR7	Siberian Infantry	\$0.80
WWTR8	Engineers/Pioneers	\$0.80
WWTR9	Two Cossack Cavalry	\$0.80
WWTR10	Artillery crew	\$1.60
SCW12	Russian Cavalry	\$0.80

FRENCH

WWTF1	Infantry advancing	\$0.80
WWTF2	LMGs with crew	\$0.80
WWTF3	HMGs with crew	\$0.80
WWTF4	Mortars with crew	\$0.80
WWTF5	Anti-tank rifles with crew	\$0.80
WWTF6	HQ/Observers	\$0.80
WWTF7	Engineers/Pioneers	\$0.80
WWTF8	Two Cavalry	\$0.80
WWTF9	Resistant Fighters	\$0.80
WWTF10	Artillery crew	\$1.60

ITALIANS

WWTI1	Infantry advancing	\$0.80
WWTI2	LMGs with crew	\$0.80
WWTI3	HMGs with crew	\$0.80
WWTI4	Mortars with crew	\$0.80
WWTI5	Anti-tank rifles with crew	\$0.80
WWTI6	HQ/Observers	\$0.80
WWTI7	Engineers/Pioneers	\$0.80
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WWTI9	Two Cavalry	\$0.80
WWTI10	Artillery crew	\$1.60

AMERICANS

WWTA1	Infantry advancing	\$0.80
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WWTA3	HMGs with crew	\$0.80
WWTA4	Mortars with crew	\$0.80
WWTA5	Bazookas with crew	\$0.80
WWTA6	HQ/Observers	\$0.80
WWTA7	Engineers with tools	\$0.80
WWTA8	Engineers with flamethrower	\$0.80
WWTA9	Paratroopers advancing	\$0.80
WWTA10	Artillery crew	\$1.60

JAPANESE

WWTJ1	Infantry advancing	\$0.80
WWTJ2	Infantry prone	\$0.80
WWTJ3	IMGs with crew	\$0.80
WWTJ4	HMGs with crew	\$0.80

WWTJ5	Mortars with crew	\$0.80
WWTJ6	HQ with Standard	\$0.80
WWTJ7	Engineers/Pioneers	\$0.80
WWTJ8	Anti-tank rifles with crew	\$0.80
WWTJ9	Two Cavalry	\$0.80
WWTJ10	Artillery crew	\$1.60

OTHER NATIONS

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WWTO7	Chinese Cavalry	\$0.80
WWTO8	Polish Infantry	\$0.80
WWTO9	Polish MGs and crew	\$0.80
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Micro-Armor Complete Armies

WW II Micro Starter Sets

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Polish vs Germany	\$84.50
USA vs Germany	\$84.50
USA vs Japanese	\$84.50
British vs Italian	\$84.50
British vs Germany	\$84.50
British vs Japanese	\$84.50
French vs Germany	\$84.50

Modern Micro Starter Sets

Modern Spearhead, and 35 Irregular AFVs, 2 dice. Please specify which types you would like to receive:	
Soviet vs USA	\$95.50
Soviet vs Germany	\$95.50
Soviet vs British	\$95.50
North Vietnam vs USA (lots of infantry for Vietnam forces)	\$95.50

Fantasy

CFE All Purpose Miniatures Rules Emphasizes fun over rules, excitement over monotony. Any figures can be used, even toys. You can even pit different historical times or genres against each other. **\$34.50**

Bloodbowl

Bloodbowl Magazine Issue 10 Has Vampires, Chaos Cup, Skaven Playbook, Underworld Creepers, humans vs vampires match report... **\$4.50**
Bloodbowl Magazine Issue 11 Has a minotaur, the High Elf Playbook with team tactics, fun house rules, more Lord Borak... **\$4.50**

Celtos by I-Kore

Exaggerated 28mm Scale.
Note: allow at least **two weeks** for delivery

CELTOS Rulebook - Eternal War in an Ancient Land A fast paced miniatures rules system for two or more players. Set in the ancient land of Goria, which is fought over by powerful heroes and potent mages, wizards and shamans, and their warbands and warriors. There are five races, the Fir Bolg, the accursed living dead; the Sidhe, immortal elves; fomorians, demonic orc and goblin spawn of chaos; the gaeils, warrior men and women and favored children of the All Mother; and the dwarves. This book contains all the rules you need to play, including army lists. **\$46.00**

Cthulhu Miniatures Games

PAG The Hills Rise Wild! Old Wizard Whateley has died, and his precious copy of the Necronomicon, a book of powerful magic, is up for grabs. Now four factions of monstrous, power-hungry hillbillies must ransack the ramshackle shacks of Dunwich in a frantic search for the treasure. Pit your team of drooling horrors against your friends in an all-out battle of bullets, brawn and brains. A fast-play miniatures game that's light on the rules and heavy on the ghouls. Has 18 game board tiles (each is 16cm x 16cm) which can be arranged in limitless ways, 24 cardstock characters, 24 corpses, 32 playing cards, tape measure, etc... **\$70.00**

Dungeons & Dragons

TSR 96581 Dungeons & Dragons Miniatures Entry Pack Provides all the starting materials a player needs to become familiar with the brand-new Dungeons & Dragons miniatures product line. Each Entry Pack contains 16 pre-painted, randomized miniatures with statistics cards, a complete basic rulebook, a 20-sided die, a checklist for the miniatures set, and terrain mapsheet and cards. **\$35.00**

TSR 96580 Dungeons & Dragons Miniatures Harbinger Expansion Pack Contains a randomized selection of figures designed to expand any collection of Dungeons & Dragons miniatures. Each box contains eight randomized, pre-painted miniatures with statistics cards. **\$17.00 case of 16 = \$240.00**

TSR 96582 Dungeons & Dragons Miniatures Handbook New classes, new feats, 65 new spells, new magic items, weapon special abilities, three dozen new monsters including the formidable aspects of deities and archfiends; along with complete rules for fast paced skirmishes to mass battles, random dungeons, and miniatures battles campaigns. **\$55.00**

TSR 96583 Dungeons & Dragons Miniatures: Dragoneye Expansion Pack Contains a selection of eight randomized miniatures with statistics cards. The figures are drawn not only from the core rulebooks but from other D&D products released around the same time such as Draconomicon, Complete Warrior, and the Dragonlance campaign setting. This set also features multiple Dragon figures of varying size. **\$17.00 case of 16 = \$240.00**
TSR 96625 D&D Miniatures: Archfiends Expansion Pack Eight painted randomized miniatures with statistics cards. Includes demons, devils, outsiders, heroes, villains, monsters. **\$17.00 case of 16 = \$240.00**

TSR 96227 Dungeons & Dragons: Miniatures Giants Huge Pack Figures in this set are chosen directly from key D&D titles, including the *Miniatures Handbook*, *Expanded Psionics Handbook* and the new *Eberron Campaign Setting*. One of the twelve miniatures are much larger than any miniatures released to date such as giants and dragons. **Due June**. **\$17.00 case of 16 = \$240.00** (no further discounts can be taken off the case price)

Fairy Meat

Kenzler Fairy Meat Strictly adults only miniatures game in which cute little fairies who have been warped by evil become homicidal cannibals. The object of the game is to kill and eat other fairies, so that you can absorb their life force and magic. You need a deck of playing cards. **\$44.00**

Fairy Meat Boxed Set Strictly adults only miniatures game. Includes the Fairy Meat basic miniatures rules, Clockwork Stomp supplement, either Sugar and Vice or Wicked Things supplement, five pewter miniatures of the 5 basic fairy types, cards and counters. **\$80.00**

Fairy Meat Components Pack Has four sheets of Fairy Cards and die-cut counters to expand the basic rules, allowing up to 16 players in a basic game. **\$22.00**

Clockwork Stomp Now gnomes, clock fairies and gremlins enter the scene. Why are fairies on top of the gnomes list of things to kill? Enter flamethrowers and chainsaws. Build clock-fairies. Lots of counters. **\$46.20**

Sugar and Vice Now moon fairies, beat pixies, and pixie assassins enter the scene. Has magical glamour-chunks, moon fairy warbands, new weapons including blowguns to press-on claws, and the doom bass. **\$46.20**
Wicked Things Introduces with fairies, blood fairies, leperchauns, and crickens, pixiepeas, shadow fairies, War bands, 2 counter sheets. **\$46.20**

Gummi Wars

IGG Gummi Wars! Candy armies battle for control of the tabletop in this game of strategic miniature warfare for 2+ players. But beware, some eating is required, ie, you eat the dead lolliels! (Lolliels do not come with the game.) **\$15.95**

Hordes of the Things

WRG HORDES OF THE THINGS Revised This new edition add additional explanatory text and diagrams and 32 pages of army lists. Fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. Average 24 point army will include 24 - 36 figures. Combat is very similar to DBA, and so the game is fast moving and easy to learn. If a horde is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **\$24.20**

Hordes of the Things 18m

Stunning new 18mm miniatures by Eureka
Allow 2+ weeks for delivery, as the figures are made up for us.

Wood Elves

300WELO1	Wood Elf Archer (4 variants)	\$0.82
300WELO2	Wood Elf Spearman (4 variants)	\$0.82
300WELO3	Wood Elf Swordsman (4 variants)	\$0.82
300WELO4	Wood Elf Lord (2 variants)	\$0.82
300WELO5	Wood Elf Standard Bearer (2 variants)	\$0.82
300WELO6	Wood Elf Bard (2 variants)	\$0.82
300WELO7	Wood Elf Mage (2 variants)	\$0.82
300WELO8	Wood Elf Mounted Archer (3 variants)	\$1.65
300WELO9	Wood Elf Mounted Lancer (3 variants)	\$1.65
300WELO10	Wood Elf Mounted with Sword (3 variants)	\$1.65
300WELO11	Wood Elf Mounted Lord (1 variant)	\$1.65
300WELO12	Wood Elf Mounted Standard Bearer (1 variant)	\$1.65
300WELO13	Wood Elf Mounted Bard (1 variant)	\$1.65
300WELO14	Wood Elf Mounted Mage (1 variant)	\$1.65

Orcs

300ORC01	Orc Archer (4 variants)	\$0.82
300ORC02	Orc with Pike (4 variants)	\$0.82
300ORC03	Orc with Sword (4 variants)	\$0.82
300ORC04	Orc Chief (2 variants)	\$0.82
300ORC05	Orc Standard Bearer (2 variants)	\$0.82
300ORC06	Orc Shaman (2 variants)	\$0.82
300ORC07	Orc Shaman (2 variants)	\$0.82
300ORC08	Orc Hyena-Wolf Rider with Bow (3 variants)	\$1.65
300ORC09	Orc Hyena-Wolf Rider with Lance (3 variants)	\$1.65
300ORC10	Orc Hyena-Wolf Rider with Blade (3 variants)	\$1.65
300ORC11	Orc Chief on Hyena-Wolf (1 variant)	\$1.65
300ORC12	Orc Standard Bearer on Hyena-Wolf (1 variant)	\$1.65
300ORC13	Orc Musician on Hyena-Wolf (1 variant)	\$1.65
300ORC14	Orc Shaman on Hyena-Wolf (1 variant)	\$1.65

Hordes of the Things 15mm

15mm metal figures by Irregular Miniatures
Allow 2+ weeks for delivery, as the figures are made up for us.

HOTT Elf Army (24 Army Points)	\$22.00
HOTT Dwarf Army (24 Army Points)	\$22.00
HOTT Orc Army (24 Army Points)	\$22.00
HOTT Skeleton Army (24 Army Points)	\$22.00
HOTT Lizardmen Army (24 Army Points)	\$30.80
HOTT Amazon Army (24 Army Points)	\$22.00
HOTT Dark Dwarf Army (24 Army Points)	\$22.00
HOTT Ratmen Army (24 Army Points)	\$22.00
HOTT Halfling Army (24 Army Points)	\$22.00

FSK1	Skeleton Swordsman (1)	\$0.80
FSK2	Skeleton Spearman (1)	\$0.80
FSK3	Skeleton Archer (1)	\$0.80
FSK4	Skeleton Crossbowman (1)	\$0.80
FSK5	Armored Skeleton (1)	\$0.80
FSK6	Skeleton Cavalry (1)	\$1.32
FSK7	Skeleton Shaman (1)	\$1.32
FSK8	Skeleton Chief (1)	\$0.80
FSK9	Skeleton Musician (1)	\$0.80
FSK10	Skeleton Standard Bearer (1)	\$0.80
FSK11	Skeleton War Mage and crew	\$2.50
FCR1	Sorcerer/Wizard (1)	\$1.32
FCR2	Troll (1)	\$2.20
FCR3	Giant (1)	\$3.00
FCR4	Wolf (1)	\$1.32
FCR5	Woolly Mammoth with orc crew in howdah	\$1.10
FCR6	Dragon	\$12.10
FCR7	Flying Demon	\$3.00
FCR8	Wraith (1)	\$0.80
FCR9	Lurker (1)	\$0.80
FCR10	Ent	\$5.50
FCR11	Mounted Magician	\$1.32
FCR12	Skeletal Beast with Howdah & Crew	\$12.10
FCR13	Lizard Beast	\$1.32
FCR14	Mounted Wizard	\$1.32
FLM1	Lizardman Swordsman (1)	\$0.80
FLM2	Lizardman Spearman (1)	\$0.80
FLM3	Lizardman Crossbowman (1)	\$0.80
FLM4	Lizardman Bowman (1)	\$0.80
FLM5	Heavy Lizardman with Halberd (1)	\$0.80
FLM6	Lizardman Cavalry (1)	\$1.43
FLM7	Lizardman Chant (1)	\$7.15
FLM8	Lizardman Standard Bearer (1)	\$0.80
FLM9	Lizardman Drummer (1)	\$0.80
FLM10	Lizardman Chief (1)	\$0.80
FHAF1	Halfling Spearman (1)	\$0.80
FHAF2	Halfling Bowman (1)	\$0.80
FHAF3	Halfling Standard Bearer (1)	\$0.80
FHAF4	Halfling Chief (1)	\$0.80

Hybrid

Hybrid Boxed Miniatures Game By Rackham. Weighs around 2kg. Contains the Hybrid rulebook, 13 metal miniatures, 9 lovely 20cm x 20cm geomorphic game tiles, dice, 110 reference cards, 28 doors, 200 counters. The board recreates the abandoned laboratories of the Alchemical god's first disciples. There the Templars of the Griffin confront horrifying creatures nourished at the source of Darkness itself. I don't know if you can use Confrontation figures in this game?? But it is set in the Confrontation universe. **\$165.00**

Confrontation Miniatures

CONBAAV0

CONDVF01	NEMETIS THE SACRILEGIOUS	\$32.00
CONDVMA01	BYSSRA THE BLACK SHAMAN	\$35.20
CONDVMA03	WARRIORS OF BLOOD	\$25.50
CONDVTR01	DOVT DEVOURER HEAD HUNTER	\$25.00
CONELN01	ELMENTAL OF DARKNESS	\$35.00
CONGBF01	XERUS THE VISIONARY	\$25.00
CONGBGM01	GOBLIN PSYCHOMUTANT	\$17.50
CONGREL04	GRIFION THALLIONS 1	\$19.95
CONGRF01	THE PRIESTRESS OF STEEL	\$21.50
CONGRF02	SERED TEMPLAR COMMANDER	\$22.00
CONGRF03	GOA MISERICORD	\$22.00
CONGRGM01	GRIFION INQUISITOR 1	\$18.70
CONGRGM03	ELMENTAL OF DARKNESS	\$19.95
CONGRGM04	HUNTER OF DARKNESS 2	\$19.95
CONGRHE01	ARKHOS TEMPLAR COMMANDER	\$19.95
CONGRSP02	EXORCIST OF THE GRIFION	\$18.00
CONLIC01	CHEVALIER OF ALAHAN	\$20.00
CONLIC03	DRAGON OF THE ORIAN THE BOX	\$52.80
CONLISP03	FALCONERS OF ALAHAN	\$25.00
CONMVF01	THE BOGEYMAN	\$21.50
CONMVF02	EJHIS DE VANTH	\$21.50
CONMVLV01	THE GREAT SKULL	\$61.80
CONMVMMA02	LDQA CORYPHASUS SPEC ED	\$22.00
CONMVMG01	GRAVEDIGGER OF SALAJUEL	\$21.50
CONNAF01	ELGHIR THE RESOLUTE	\$18.00
CONNAGM01	PROVOST OF UREN	\$18.00
CONNARG05	SOLDIER OF THE PLAINS	\$22.00
CONNRMF01	OPHYR THE SURE	\$22.00
CONNMRG03	WARRIORS OF THE ABYSS	\$22.00
CONNORC02	UMRAN KAI (BOX)	\$52.80
CONNORC02	ORC ON BRONTOPS 2	\$37.40
CONNORC03	OPHYR THE SURE	\$22.00
CONNORGM03	ANIMISTIC SHAMAN ON BRONTOPS	\$46.00
CONNORRR04	JACKAL WARRIORS WITH AXE	\$31.95
CONNORRG06	ORC BRONTOPLERS	\$22.00
CONNORSP01	ORCS ORC TRACKERS	\$29.00
CONNORSP02	ORC JACKAL TRACKER	\$29.00
CONNSCB01	ALCHEMISTS DAWN WARRIORS	\$60.00
CONNSYK01	SYKHIO	\$21.50
CONNSCP06	NEUROMANCER OF THE SCORPION	\$19.00
CONNSFV02	THE WATCHER (WOLFEN)	\$27.50
CONNSFB02	PREDATORS OF BLOOD	\$93.50
CONNSFCH02	ONYX THE	\$26.70
CONNSFEL01	WOLFEN PREDATOR WITH SWORD	\$26.95
CONNSFEL03	WOLFEN PREDATOR GREAT SWORD	\$26.95
CONNSFF01	SYRIAK THE INTREPID	\$32.00
CONNSFM02	WOLFEN GUARDIAN WOLFEN	\$32.00
CONNSFMG01	GUARDIAN OF THE RUNES	\$29.00
CONNSFRG01	WOLFEN WARRIORS # 1	\$32.95
CONNSFRG03	WOLFEN WARRIORS # 3	\$32.95
CONNSFFR01	CROSSBOW WOLFEN # 1	\$25.30

Iron Wind Metal

Arcana Unearthed 28mm Miniatures

IWM67001	AU MALE LITORIAN	\$11.55
IWM67002	AU MALE GIANT	\$11.00
IWM67003	AU MALE SHIRI FONG FAEN	\$6.88
IWM67004	AU FEMALE QUICKLING FAEN	\$6.88
IWM67005	AU FEMALE SIBECAL	\$9.35
IWM67006	AU FEMALE LITORIAN	\$11.55
IWM67007	AU FEMALE GIANT	\$12.65
IWM67008	AU SPYRYS (2)	\$11.88
IWM67009	AU MALE SIBECAL	\$9.35
IWM67010	AU FEMALE HUMAN TOTEM WARRIOR	\$9.35
IWM67011	AU MALE LITORIAN TOTEM WARRIOR	\$11.00
IWM67012	AU MALE HUMAN TOTEM WARRIOR	\$8.00
IWM67013	AU MALE HUMAN WITCH	\$8.00
IWM67014	AU MALE HUMAN GREENBOND	\$8.00
IWM67015	AU MOJH MAGISTER	\$8.00
IWM67016	AU MALE GIANT WARMAN LARGE	\$13.00
IWM67017	MAJHOC THE MAJHOC	\$8.00
IWM67018	MAJHOC HUMAN UNFETTERED	\$8.00
IWM67019	MOJH IRON WITCH	\$8.00
IWM67020	MALE SIBECAL CHAMPION	\$11.00
IWM67021	MALE GIANT WIND WITCH	\$8.00
IWM67022	FEMALE HUMAN WATER WITCH	\$8.00
IWM67023	MOJH MAGE BLADE	\$8.00
IWM67101	CHORRIM	\$13.00
IWM67102	HARRID	\$10.00
IWM67103	INSHON WITH FOUR ARMS	\$11.00
IWM67104	RHOIN	\$11.00
IWM67105	INSHON WITH EXTRA EYES	\$11.00

F antz (Fantasy Ants)

IWM22001	F antz Starter Pack	\$40.00
Five dwarf fantasy ants (about 4cm), five elf fantasy ants, rules, accessories.		
IWM22002	Barbarian F antz (3)	\$11.90
IWM22003	Undead F antz (3)	\$14.50

Lord of the Rings

GAM The Lord of the Rings — Fellowship of the Ring Boxed Game Games Workshop have produced a miniatures game for the new The Lord of the Rings movie, coming out at the end of 2001. The boxed game includes a 128 page rulebook, 48 plastic 30mm figures of Elves, Gandorians, and a Moria goblins. Rules are specially designed for newcomers to the hobby, with a basic rules section, and advanced rules section. Has stats and rules for all the characters and warriors of the first movie. In full color, with lots of lovely photos from the movie too. **\$85.00**

The Lord of the Rings The Best of White Dwarf Magazine A collection of the best articles from the WD magazine. Forms an invaluable resource for anyone involved in the game. Has rules, scenarios, painting and modelling advice and battle reports. In full color. **\$31.50**

GAM The Lord of the Rings — The Two Towers Boxed Game Games Workshop have produced a miniatures game for the new The Lord of the Rings movie, coming out at the end of 2002. The boxed game includes a 160 page rulebook, 32 plastic 30mm figures being 12 mounted Riders of Rohan and 20 Uruk Hai with swords and pikes; a ruined building and dice. **\$85.00**

The Lord of the Rings — Shadow & Flame Full color supplement to the Two Towers Boxed Game. Has complete rules for Balin and his Dwarves, Goblins King, Goblins Moria drums, Tom Bombadil, Barrow-Wights, Glorfindel, etc. Also has lots of scenarios. **\$23.50**

The Lord of the Rings — Two Towers Best of White Dwarf Full color supplement that compiles the best articles from the pages of White Dwarf magazine. Rohan Royal Guard, Helm's Deep, Assault on Deeping Wall, Don't Disturb the Water, March of the Ents, Wizard's Duel, etc. **\$36.00**

GAM The Lord of the Rings — The Return of the King Boxed Game Games Workshop have produced a miniatures game for the new The Lord of the Rings movie, coming out at the end of 2003. The boxed game includes a 176 page rulebook, 24 plastic Warriors of Minas Tirith, 24 plastic Mordor Orcs, stone and dice. **\$85.50**

The Lord of the Rings — The Return of the King Rulebook 176 page rulebook with complete game rules, twelve different scenarios from the movie, takes a broader look at the war, painting, scenery. **\$58.50**

The Lord of the Rings — Siege of Gondor 64 full color pages containing complete rules for fighting sieges around Middle Earth, including new warriors such as the Citadel Guard of Minas Tirith, Morannon Orcs, siege engines. Also six linked scenarios of the battle for Gondor, and 2 for Helm's Deep. **\$23.50**

Lord of the Rings Miniatures

Fellowship of the Ring		
CIT951390	Twilight Elf Wraith (1)	\$14.00
CIT951413	Ringwraith (1)	\$14.00
CIT951543	Mounted Arwen with Sword	\$16.00
CIT939442	Elrond & Gil-Galad	\$27.00
CIT939435	Elendil and Isildur	\$27.00
The Two Towers		
CIT937271	Fog on the Barrow-Downs	\$58.50
CIT937509	Elilad and Elrohir	\$27.00
CIT948895	Glorfindel	\$31.50
CIT948888	Barrow Wights	\$16.00

CIT932504	Mounted Ringwraiths (3 metal models)	\$45.00
CIT93255	Warg Riders (5 metal models)	\$58.50
CIT937738	Moria Goblin Drum & 2 Crew	\$16.00
CIT937516	Khazad Guard (3)	\$16.00
CIT935024	Moria Goblin Shaman (1)	\$14.50
CIT937875	Balin and the Khazad Guard (8)	\$58.50
CIT937745	Goblin King of Moria	\$14.50
CIT937769	Dwarf Warriors (3)	\$16.00
CIT937652	Warriors of Rohan (3)	\$16.00
CIT939701	Lord of the Rings 2 Towers Forces of Evil Dice Pack	\$14.00
CIT939718	Lord of the Rings 2 Towers Free Peoples Dice Pack	\$14.00
CIT940974	Uruk Hai with Battering Ram	\$32.00
CIT940981	Warg Rider (1)	\$14.00
CIT941063	Emmer on Horse	\$14.00
CIT941070	Gandalf the White on Shadowfax	\$16.00
CIT941087	Merry, Pippin and Gimli (3)	\$16.00
CIT941094	Saruman (2 Towers)	\$14.00
CIT941117	Haldir's Elves with Swords (3)	\$16.00
CIT941124	Uruk Hai Berserkers	\$16.00
CIT941131	Uruk Hai with Crossbows	\$16.00
CIT941148	Haldir's Elves with Bows (3)	\$16.00
CIT941209	Uruk Hai Paint Set (10 miniatures, 6 small paints)	\$32.00
CIT941223	Warriors of Rohan (24 warriors on foot)	\$27.00
CIT941254	Uruk Hai Siege Troops with ladders, bombs	\$27.00
CIT941261	Warg Attack (Aragorn, Theoden, 4 Warg & Rider)	\$62.00
CIT941278	Uruk Hai Siege Ballista and crew	\$40.00
Eowyn, Elf	Heroes of Helm's Deep (8 metal models, being Gimli, Aragorn, Eowyn, Elf Standard Bearer, Gamling, Haldir, Legolas, Theoden)	\$62.00
CIT941285	The Fighting Uruk Hai (20 plastic miniatures)	\$27.00
CIT941292	The Riders of Rohan (6 mounted riders)	\$31.50
CIT941308	The Two Towers Paint Set (10 small paints)	\$32.00
CIT941100	Uruk-Hai Command Pack	\$16.00
CIT941001	Gandalf the White	\$14.00
CIT941018	Frodo, Sam and Gollum	\$16.00
CIT941247	Treebeard, Mighty Ent	\$62.00
CIT940367	Gandalf the Ranger	\$16.00
CIT941230	Captured by Gondor boxed Set (11)	\$55.50
CIT940989	Faramir's Riders (3)	\$16.00
CIT941025	Wildmen of Dunland (3)	\$16.00
CIT941032	Gaming, Rohan Royal Standard Bearer on Horse	\$16.00
CIT937776	Rohan, Royal Guard Mounted	\$14.50
CIT941086	Legolas, Gimli on Horseback	\$16.00
CIT941049	Rohan, Royal Guard on Foot	\$16.00
CIT933860	Uruk Hai Shaman	\$14.50
CIT933853	Radagast the Brown	\$14.50
CIT930074	Dwarf Lord Dain	\$14.50

The Return of the King

CIT932672	Knights of Minas Tirith (5)	\$58.50
CIT934089	Mordor Orcs Plastic Boxed Set (24)	\$27.00
CIT934098	Warriors of Minas Tirith Plastic Boxed Set (24)	\$27.00
CIT931163	Mordor Orcs Starter Paint Set (12 orcs, 6 paints)	\$31.50
CIT933426	Minas Tirith Warriors Str Paint Set (12 figures, 6 paints)	\$31.50
CIT933433	Return of the King Paint Set (10 paints, brush, guide)	\$31.50
CIT933525	Heroes of the West (9)	\$58.50
CIT931927	Ruins of Middle Earth (ruined building & statues)	\$27.00
CIT933501	Warriors of Minas Tirith Command (2)	\$16.00
CIT932757	Mordor Uruk Hai (3)	\$16.00
CIT932740	Mounted King Theoden (1)	\$16.00
CIT932733	Gorbag and Shagrat	\$16.00
CIT932665	Gollum, Sam, Frodo	\$16.00
CIT933518	Denethor	\$14.50
CIT930647	Guard of the Fountain Court	\$16.00
CIT933211	Mounted Faramir	\$16.00
CIT933405	Uruk Hai of Minas Tirith Mounted	\$16.00
CIT933228	Sam, Frodo in orc armor	\$14.50
CIT933242	Knight of Minas Tirith Standard	\$14.50
CIT930623	Aragorn the King on horse	\$16.00
CIT933235	Eowyn on Horseback	\$16.00
CIT931910	The Forces of Minas Tirith Dice Pack (8 dice + marker)	\$14.50
CIT930630	The Fall of the Witch King (3)	\$36.00
CIT930555	Army of the Dead (10 including king)	\$58.50
CIT930562	Army of the Dead (3)	\$16.00
CIT930593	Easterlings (3)	\$16.00
CIT930586	Easterling Command (2)	\$16.00
CIT929429	Gothmog, Lieutenant of Morgul	\$16.00
CIT928439	Morannon Orcs (3)	\$16.00
CIT933266	Gondor Battle Cry Cry Trebuchet	\$49.50
CIT932689	Mordor Troll	\$16.00
CIT930548	Minas Tirith Citadel Guard (3)	\$16.00
CIT929436	Boromir Captain of the White Tower	\$14.50
CIT929443	Orc Trackers (3)	\$16.00
CIT928422	Beregond	\$14.50
CIT929153	Orc Shaman	\$14.50
CIT928408	Minas Tirith Citadel Guard Archers (3)	\$16.00
CIT929214	Mordor War Catapult (4 crew, includes a troll)	\$68.50
CIT928330	Minas Tirith Castle, (5 sections, already painted) Limited	\$135.00

REAPER MINIATURES

Reaper Boxed Sets

REA10010	Mossbeard the Treeman with Ariel the Dryad	\$46.00
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Warlord 25mm Heroic Scale Figures

These figures stand around 35mm high, because they are heroes?

REA14001	ELANDARIA THE SORCERESS	\$8.00
REA14002	INDOR HARBORER BARBARIAN	\$8.00
REA14003	ASHKRYPT THE LICH	\$8.00
REA14004	YMLILX FALSE ANI PALADIN	\$8.00
REA14005	LORD IRONVAIN JUSTICAR	\$8.00
REA14006	SVIRRI THE SILENT	\$8.00
REA14007	MINOTAUR OF THE MAZE	\$13.00
REA14008	WINTER TROLL	\$14.00
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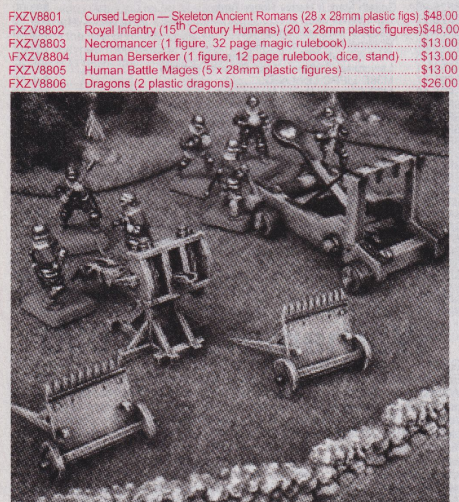
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Codex Blood Angels Full army lists for the Blood Angels, with special rules governing their bloodthirsty Black Rage and Red Thirst, the Death Company, unique wargear, their dreadnoughts and vehicles, special characters, painting guides, and a new scenario.\$14.50

Codex Catachans Complete army lists for the most infamous deathworld in the galaxy, which produces the best Imperial Guard jungle fighters. Includes their booby traps, jungle terrain generator, and their very horrific set-up rules that let them deploy four units completely undetected in any sector of the board (excluding enemy deployment zone). etc.\$14.50

Codex Chaos Space Marines New Edition Complete army lists, rules for the First Founding Traitor Legions, Gifts of Chaos, Daemon Weapons, details of the Horus Heresy, the Warp, Chapters, etc. 16 color pages of painting tips, rules for special characters.\$29.00

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Codex Eldar A full army list for the Eldar of the craftworlds, which are massive drifting starships that are home to the survivors of a race that once ruled the universe, including their war machines, Aspect Warriors, Exarchs, Warlock, Farseeer, etc. Full color painting guide, special characters, wargear for troops, upgrades for vehicles, and background information.\$23.50

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Codex Tyranids The most rapidly evolving race of the galaxy finally released as a Codex — completely revised from the lists in the 40K boxed set. Genestealers broods can each have a bio-weapon or biomorph enhancement, Hormagaunts have their WS raised back to 4 again, all gaunts are Fleet of Claw, Carnifexes get a complete overhaul, we see two new creatures, the Ravenor, which moves 9, and Tyrant Guard Brood to protect your Hive Tyrants, with a 1 of 6 Lictors get secret deployment etc; there are a host of bio-weapons and biomorph enhancements. Most of the models have been altered a little or hugely to, explained away as these Tyranids being a new Hive Fleet than the previous one. Check out the new plastic boxed sets, with separate heads and limbs, biomorphs, etc.\$23.50

Codex Witch Hunters For mature readers only! The Witch Hunters fight against the everyday citizenry of the Imperium: the witch, mutant, heretic, fallen cleric. Has the complete army list, background, hobby section, special characters. Includes the complete Sisters of Battle army and troop types.\$27.00



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ULTRA MARINE BLISTERS

CT958975	MARNEUS CALGAR (1)	\$23.50
CT958937	TIGURIUS (1)	\$23.50

CHAOS SPACE MARINE BOXED SETS

CT958975	CHAOS SPACE MARINE BOXED SET (5)	\$45.00
CT937561	CHAOS DEFILER	\$76.50
CT937608	CHAOS DEATH GUARD PLAGUE MARINES (7)	\$49.50
CT942572	CHAOS SPACE MARINE ARMY BOXED SET	\$351.00
Contains Chaos Space Marine Lord, Chaos Space Marine Aspiring Champion, 8 Chaos Space Marines, Chaos Rhino, 12 Khorne Berserkers, 6 Chaos Raptors, 3 Chaos Obliterators, 5 Chaos Havocs. Also has the Chaos Space Marines book.		
CT942527	CHAOS SPACE MARINE BATTLEFORCE	\$135.00
Contains 1 Chaos Space Marine Rhino, 8 Chaos Space Marines, 12 Khorne Berserkers, 3 Chaos Space Marine Bikes		
CT942480	CHAOS THOUSAND SONS (8)	\$50.00
CT942510	CHAOS LAM RAIDER (plastic kit with lots of spiky bits)	\$76.50
CT940509	CHAOS DCCS (5)	\$50.00
CT959774	CHAOS SPACE MARINE TERMINATORS (5)	\$58.50
CT959767	CHAOS DREADNOUGHT (1)	\$67.50
CT960576	CHAOS PLAGUE MARINES (5)	\$16.00
CT964567	CHAOS SPACE MARINE RAPTOR	\$49.50
CT958945	CHAOS SPACE MARINE BIKER SQUAD (3)	\$49.50
CT969067	CHAOS SPACE MARINE BIKER	\$16.00
CT940516	CHAOS SPACE MARINE RHINO	\$45.00
CT940158	CHAOS SPACE MARINE PREDATOR	\$58.50
CT942589	CHAOS SPACE MARINE RAPTOR	\$58.50
CT969838	CHAOS SPACE MARINES BOX (8)	\$45.00
CT949333	EMPERORS CHILDREN OF WAR MARINES (8)	\$45.00
CT949326	CHAOS IRON WARRIORS (8 metal & plastic figs)	\$45.00
CT940257	CHAOS DAEMON PRINCE	\$36.00
CT939961	CHAOS NIGHT LORDS	\$12.50

CHAOS SPACE MARINE BLISTERS

CT929498	WORLD EATERS ASPIRING CHAMPION	\$12.50
CT929504	DEATH GUARD CHAMPION	\$12.50
CT929511	DEATH GUARD SPECIAL WEAPONS (2)	\$16.00
CT937554	CHAOS TYPHUS LORD OF NURGLE	\$27.00
CT942688	CHAOS SPACE MARINE LORD	\$20.00
CT942503	CHAOS SPACE MARINE RAPTOR WASSAULT WEAPON	\$14.50
CT942497	CHAOS SPACE MARINE RAPTOR	\$14.50
CT940493	CHAOS OBLITERATORS (1)	\$31.50
CT940486	CHAOS HAVOC WITH ASSAULT CANNON (1)	\$14.50
CT940478	CHAOS HAVOC WITH AUTO CANNON (1)	\$14.50
CT940301	CHAOS HAVOC WITH HEAVY BOLTER (1)	\$14.50
CT940295	CHAOS HAVOC WITH MISSILE LAUNCHER (1)	\$14.50
CT958956	ARMED CHAOS PLAGUE MARINE SORCERER (1)	\$23.50
CT958940	KHARN THE BETRAYER (1)	\$20.00
CT958972	CYPHER (1)	\$20.00
CT958947	CHAOS SPACE MARINE SORCERER (1)	\$14.50
CT958957	CHAOS SPACE MARINE CHAMPION (1)	\$11.00
CT958958	CHAOS SPACE MARINE WITH ASSAULT WEAPON	\$11.00
CT958953	CHAOS SPACE MARINE CHAMPION (1)	\$11.00
CT958952	CHAOS SPACE MARINE ICON BEARER	\$12.50
CT958954	CHAOS PLAGUE MARINE WASSAULT WEAPON (1)	\$11.00
CT958951	CHAOS PLAGUE MARINE CHAMPION (1)	\$12.50
CT958943	CHAOS KHORNE BERSERKER CHAMPIONS (1)	\$16.00
CT958943	CHAOS TERMINATOR CHAMPION	\$16.00
CT958954	CHAOS TERMINATOR (1)	\$16.00
CT958957	CHAOS TERMINATOR WITH REAPER AUTO CANNON	\$20.00
CT958950	CHAOS TERMINATOR WITH HEAVY FLAMER (1)	\$20.00
CT958959	ABADDON THE DESPOILER (1)	\$27.00
CT949243	IRON WARRIORS WARSMITH	\$17.40
CT939954	CHAOS SPACE MARINE NIGHT LORD HERO	\$16.00

DARK ELDER BOXED SETS

CT974108	DARK ELDER BATTLE FORCE SET	\$135.00
All plastic components include 20 Dark Eldar Warriors, 5 Reaper Jetbikes, the magnificent Raider Skimmer vehicle, Jungle Trees		
CT958641	DARK ELDER WYCHES (5)	\$31.50
CT962808	DARK ELDER WARRIORS (16 plastic figures)	\$45.00
CT962815	DARK ELDER RAIDER PLASTIC KIT	\$45.00
CT958634	DARK ELDER JETBIKE SQUADRON (3)	\$49.50
CT971480	DARK ELDER TALOS	\$45.00
CT964581	DARK ELDER REAPER JETBIKE	\$16.00
CT964586	DARK ELDER RAZOR	\$49.50
CT965700	ASDRUBAEL VEGET DARK ELDER LORD	\$76.50

DARK ELDER BLISTERS

CT958952	DRAZHAR MASTER OF THE BLADES	\$20.00
CT969296	DARK ELDER KRUELLAGH THE VILE	\$20.00
CT958967	LILITH HADRISS	\$20.00
CT971923	URIEN RAKARTH, MASTER HAEMONCULUS (1)	\$20.00
CT971947	DARK ELDER LORD (1)	\$16.00
CT972784	DARK ELDER SYBARITE (1)	\$12.50
CT972777	DARK ELDER HAEMONCULUS (1)	\$11.00
CT971435	DARK ELDER SUCCUBI (1)	\$11.00
CT971954	DARK ELDER WARBEASTS (2)	\$12.50
CT971961	DARK ELDER BEAST MASTER	\$11.00
CT971930	DARK ELDER INCUBI WITH ASSAULT WEAPON	\$11.00
CT971466	DARK ELDER WARRIORS WITH DARK LANCES (2)	\$16.00
CT971442	DARK ELDER WYCHES (3)	\$16.00
CT971428	DARK ELDER WYCHES WITH WYCH WEAPONS (1)	\$16.00
CT971411	DARK ELDER WYCHES WITH ASSAULT WPNs (1)	\$14.50
CT961786	DARK ELDER SCOURGES WITH SPLINTER RIFLES (2)	\$14.50
CT961779	DARK ELDER SCOURGES (2)	\$16.00
CT958976	DARK ELDER MANDRAKES (2)	\$16.00
CT958954	DARK ELDER HELLION (1)	\$11.00
CT959006	DARK ELDER & ASSAULT WEAPON	\$14.50
CT958925	DARK ELDER SCOURGE W/HEAVY WEAPON	\$12.50

SPACE ORK BOXED SETS

CT971351	ORK WARTRUCK	\$31.50
CT958740	ORK WARTRUCK SCORCHER (1)	\$36.00
CT962075	ORK WARTRUCK WITH TWO CREW	\$31.50
CT962075	SPACE ORK BOYZ (16 new plastic figures)	\$31.50
CT964031	ORK WARBIKE (1)	\$16.00
CT969043	SPACE ORK NOBZ (5 metal figures)	\$49.50
CT969081	SPACE ORK STORMBOY (16) WITH JETPACKS	\$45.00
CT969050	SPACE ORK DREADNOUGHT	\$45.00
CT966790	SPACE ORK ARD BOYZ (8 armored orks)	\$45.00
CT968848	SPACE ORK STICKBOMMERZ (12)	\$36.00
CT969057	WARLORD GHAZTKHULL	\$36.00

SPACE ORKS

CT958912	MAD DOCK GROTSNIK (1)	\$20.00
CT960071	ORK STORMBOY NOBZ (1)	\$14.50
CT969035	ORK WARBOSS	\$22.50
CT961168	ORK MEKBOYZ (1)	\$12.50
CT960413	ORK MORTAR (1)	\$10.00
CT978113	GROTZ (4)	\$14.50
CT968794	ORK NOBZ IN MEGA ARMOR	\$16.00
CT968824	ORK BURNA BOYZ (2)	\$16.00

CT958817	ORK KILLA KAN (1)	\$31.50
CT958873	ORK NOBZ (1)	\$12.50
CT958873	ORK BOYZ W/ EAVY ARMOR (1)	\$12.50
CT958873	ORK BOYZ W/ EAVY WEAPONS (2)	\$16.00
CT960026	ORK TANKBUSTAS (2)	\$16.00
CT958839	ORK BIG GUNZ, LOBBAS & CREW	\$20.00
CT958832	ORK BIG GUNZ, ZAP GUN & CREW	\$20.00
CT958837	ORK BIG GUNZ, KANNON & CREW	\$20.00

ELDR BOXED SETS

CT959712	ELDR WAR WALKER (re-released)	\$45.00
CT959705	ELDR WRAITHLORD (re-released)	\$45.00
CT952412	ELDR FALCON GRAY TANK PLASTIC KIT	\$36.00
CT957592	ELDR SEER COUNCIL (5) for Eye of Terror Codex	\$58.50
CT958837	ELDR BATTLE FORCE	\$135.00
20 Guardians, 3 Jetbikes, 1 Falcon Gray Tank, 1 Vyper Jetbike, Jungle Trees		
CT958934	ELDR FALCON GRAY TANK PLASTIC KIT	\$36.00
CT958965	ELDR FIRE PRISM GRAY TANK PLASTIC KIT	\$58.50
CT958967	ELDR JETBIKE (1)	\$16.00
CT958967	ELDR SHINING SPEARS EXARCH (1)	\$23.50
CT958967	ELDR VYPER JETBIKE (1)	\$36.00
CT958967	ELDR GUARDIANS BATTLE SQUAD (16 new plastic)	\$45.00
CT958967	ELDR SHINING SPEARS (3 jetbikes)	\$49.50
CT958967	ELDR SHINING SPEARS EXARCH (1)	\$23.50
CT960477	ELDR FIRE AVENGERS (8 metal & plastic figures)	\$45.00

ELDR BLISTERS

CT964253	ELDR AVATAR	\$36.00
CT959805	ELDR ULTRATHAN FARSEER (1)	\$27.00
CT958955	ELDR FARSEER (1)	\$16.00
CT958917	ELDR DARK REAPER (1)	\$16.00
CT958929	PHOENIX LORD ASURMAN (1)	\$20.00
CT959802	PHOENIX LORD MAUGAN RA (1)	\$20.00
CT959802	PHOENIX LORD MAUGAN RA (1)	\$20.00
CT959792	PHOENIX LORD BAHARROTH CRY OF THE WIND (1)	\$20.00
CT959803	PHOENIX LORD KARANDROS (1)	\$20.00
CT959803	PHOENIX LORD FUEGAN THE BURNING LANCE (1)	\$20.00
CT959803	ELDR DARK REAPER (1)	\$16.00
CT960248	ELDR DARK REAPER EXARCH	\$12.50
CT958962	ELDR HOWLING BANSHES (2)	\$14.50
CT958962	ELDR HOWLING BANSHES EXARCH (1)	\$14.50
CT959773	ELDR FIRE DRAGONS (2)	\$14.50
CT959095	ELDR FIRE DRAGON EXARCH (1)	\$12.50
CT960422	ELDR STRIKING SCORPIONS (2)	\$14.50
CT959802	ELDR SWOOPING HAWKS EXARCH	\$14.50
CT959802	ELDR SWOOPING HAWKS EXARCH (1)	\$12.50
CT959774	ELDR WAR SPIDER WARRIOR (1)	\$12.50
CT959774	ELDR WAR SPIDER EXARCH (1)	\$12.50
CT959791	ELDR RANGERS (3)	\$16.00
CT959791	ELDR WARTHREAD (1)	\$20.00
CT959791	ELDR FIRE WEAPON PLATFORM & CREW	\$20.00
CT960255	ELDR SUPPORT WEAPON PLATFORM WITH CREW	\$27.00

TAU

CT952519	TAU BATTLE FORCE	\$135.00
Contains 12 Tau Warriors, 12 Kroot Warriors 3 XV8 Crisis Battlesuits, 10 Gun Drones, 1 Set of Jungle Trees		
CT952480	TAU DEVILFISH TRANSPORT	\$49.50
CT952533	TAU FIRE WARRIOR TEAM (12 + 2 Gun Drones)	\$45.00
CT952526	KROOT CARNIVORE SQUAD (16)	\$45.00
CT950980	TAU HAMMERHEAD VEHICLE	\$58.50
CT950980	TAU HAMMERHEAD SHIP	\$58.50
CT950973	TAU XV8 BROADSIDE BATTLESUIT	\$45.00
CT950928	TAU XV8 CRISIS BATTLESUIT (2 Gun Drones)	\$27.00
CT952003	TAU HAMMERHEAD WITH RAIL RIFLE	\$45.00
CT952094	TAU ETHERAL GASTE	\$14.50
CT952731	TAU PATHFINDERS (3)	\$16.00
CT952724	TAU PATHFINDER SHAS UI with SHIELD DRONE	\$16.00
CT950959	AUN GUARD ETHERAL	\$20.00
CT952717	KROOTOX	\$23.50
CT952700	KROOT SHAPER (1)	\$11.00
CT952090	KROOT HOUNDS (2)	\$14.50
CT950984	TAU XV5 STEALTH ARMOR SAHS UI (1)	\$16.00
CT950988	TAU XV5 STEALTH ARMOR SAHS UI (1)	\$16.00

IMPERIAL GUARD BOXED SETS

CT930173	CATACHAN BATTLEFORCE	\$135.00
Contains 26 Jungle Fighters, 3 Hvy Wpn Teams, 2 Sentinels, 1 set of trees		
CT933303	CATACHAN HEAVY WEAPON TEAM	\$20.00
CT933303	CATACHAN HEAVY WEAPON TEAM	\$20.00
CT934041	MX I BASILISK	\$58.50
CT933921	CADIAN SENTINEL	\$36.00
CT934680	CADIAN SENTINEL (10)	\$36.00
CT933938	MX IV DEMOLISHER	\$67.50
CT934720	CADIAN ARMY (2003 version)	\$324.00
Contains 40 Cadian Shock Troops, 3 Heavy Weapons Teams, 1 HQ Command, 2 Platoon Guards, 1 Chimera, 1 Sentinel, 1 Stg Bear, 1 Medic, 1 Lieutenant		
CT934689	CADIAN BATTLEFORCE	\$135.00
Contains 20 Cadian Shock Troops, 3 Cadian Heavy Weapons Teams, 1 Imperial Guard Russ, 1 set of Gothic Ruins		
CT934706	CADIAN COMMAND HQ (6)	\$45.00
CT934072	CADIAN HEAVY WEAPON TEAM	\$20.00
CT934713	CADIAN HEAVY WEAPONS SQUAD (3 teams)	\$50.00
CT934065	MX IV DEMOLISHER	\$67.50
CT937240	CADIAN SHOCK TROOPS (20)	\$45.00
CT963201	IMPERIAL GUARD (Cataphan)	\$135.00
Contains 20 Cadian Jungle Fighters, 2 x Sentinels, 1 x Leman Russ. All plastic.		
CT974092	IMPERIAL CHIMERA PLASTIC KIT (1)	\$49.50
CT934652	MX VII LEMAN RUSS BATTLE TANK	\$58.50
CT959119	LEMAN RUSS DEMOLISHER (1)	\$67.50
CT959119	HELIUM TANK (1)	\$16.00
CT973309	BASILISK (1)	\$49.50
CT966816	COLONEL SCHAEFFER'S LAST CHANCERS (12)	\$58.50
CT960293	IMPERIAL GUARD SENTINEL	\$31.50
CT960101	IMPERIAL GUARD LION (10)	\$45.00
CT958405	ARMAGEDDON STEEL LEGION SENTINEL	\$36.00
CT966530	CATACHAN JUNGLE FIGHTERS SQUAD (20)	\$45.00
CT963158	CADIAN SENTINEL SQUADRON (3 plastic models)	\$76.50
CT958523	CADIAN EXTERMINATOR TANK (1)	\$16.00
CT959118	IMPERIAL GRIFTON TANK	\$58.50
CT949250	GAUNTS GHOSTS BOXED SET (6 characters)	\$45.00

IMPERIAL GUARD

CT933297	TECHRIEST ENGINEER	\$11
CT933280	CADIAN SNIPERS	\$14
CT933282	COLONEL SCHAEFFER	\$14
CT932818	COMMISSAR GAUNT	\$20
CT933877	IMPERIAL GUARD PSYKERS (2)	\$16
CT933914	CADIAN MEDIC & STANDARD	\$16
CT933907	CADIAN KASKIN W/ SPECIAL WEAPONS	\$16
CT934683	CADIAN KASKIN TROOPS (3)	\$16
CT931224	CADIAN KASKIN SERGEANT	\$16
CT933884	CADIAN SPECIAL WEAPONS (2)	\$16
CT934638	CADIAN OFFICERS (2)	\$16
CT937219	URSARKAR CREED JERRAN KELL	\$31
CT960400	COMMISSAR YARRICK	\$20
CT965724	LORD SOLAR MACHARIUS (1)	\$23.50
CT959756	IMPERIAL GUARD COMMISSAR (1)	\$14.50
CT959751	RATLING SNIPERS (5)	\$16
CT959730	IMPERIAL OSGYNS (1)	\$23
CT958832	CADIAN SERGEANT & ASSAULT WEAPON (2)	\$20
CT959754	CADIAN AUTO CANNON	\$16
CT959756	CADIAN LIEUTENANT (1)	\$12
CT958307	CADIAN LASCANNON	\$16
CT959771	VALHALLAN TROOPERS (3)	\$16
CT959771	VALHALLAN LIEUTENANT (1)	\$12
CT959763	VALHALLAN CAPTAIN (1)	\$14
CT959813	VALHALLAN LIEUTENANT & ASSAULT WEAPON (2)	\$16
CT959770	VALHALLAN MORTAR	\$20
CT959753	VALHALLAN HEAVY BOLTER (1)	\$20
CT959749	VALHALLAN LASCANNON	\$20
CT959734	ATTILIA RIFLE	\$14
CT958849	ROUGHRIIDER COMMAND (1)	\$14
CT965595	IMPERIAL GUARD STORM TROOPERS (3)	\$16
CT965601	STORMTROOPER SERGEANT & ASSAULT WEAPON (2)	\$16
CT958320	STEEL LEGION TROOPERS (1)	\$16
CT958351	STEEL LEGION LIEUTENANT (1)	\$12
CT958344	STEEL LEGION ASSAULT WPN & SERGEANT (2)	\$16
CT958337	STEEL LEGION ROCKET LAUNCHER & 2 CREW	\$20
CT958311	STEEL LEGION SNIPER, BOLTER & 2 CREW	\$20
CT958306	STEEL LEGION LASCANNON & 2 CREW	\$20
CT936166	CATACHAN OFFICERS (2)	\$16
CT958414	CATACHAN COLONEL	\$40
CT958414	CATACHAN CAPTAIN (1)	\$14
CT963218	CATACHAN SLY MARBO ONE MAN ARMY (1)	\$16
CT959050	CATACHAN ASSAULT WEAPON	\$14
CT964352	CATACHAN SERGEANT	\$11
CT959763	CATACHAN LIEUTENANT (1)	\$11
CT983100	CATACHAN MORTAR	\$20
CT965403	CATACHAN HEAVY FLAMER TEAM (2)	\$20
CT983102	CATACHAN DEFILITION CHARGES (2)	\$16
CT948659	TANTIN GHOSTS (3)	\$16

Crystal Caste 6 sided 12mm Dice Bricks
CYC Translucent Dice Brick 36 x 12mm translucent (gem) 6 sided dice in a cube, in Red, Green, Blue, Purple, Orange. You may state a preference, but we will supply at random if color not available. (07801 - 07805)\$16.00
CYC Pearl Dice Brick 36 x 12mm pearl 6 sided dice in a cube, in Red, Green, Blue, Purple, Orange, Black, White. You may state a preference, but we will supply at random if color not available. (07811 - 07817)\$23.10
CYC Speckled Dice Brick 36 x 12mm speckled 6 sided dice in a cube, in Red, Green, Blue, Purple, Orange, Black, White. You may state a preference, but we will supply at random if color not available. (07831 - 07837)\$23.10
CYC Otherworld Dice Brick 36 x 12mm Otherworld 6 sided dice in a cube, in Red, Green, Blue, Purple. You may state a preference, but we will supply at random if color not available. (07841 - 07844)\$23.10
CYC Silk Dice Brick 36 x 12mm silk 6 sided dice in a cube, in Red, Green, Blue, Purple, Orange, Jade. You may state a preference, but we will supply at random if color not available. (07851 - 07858)\$23.10
CYC Ice Cream Dice Brick 36 x 12mm Ice Cream 6 sided dice in a cube, in Red, Green, Blue, Purple, Orange. You may state a preference, but we will supply at random if color not available. (07861 - 07865)\$23.10
CYC Satin Dice Brick 36 x 12mm Satin 6 sided dice in a cube, in Red, Green, Blue, Purple, Orange, White. You may state a preference, but we will supply at random if color not available. (07871 - 07877)\$23.10

Chessex 6 sided 16mm Dice Bricks
CHX Translucent Dice Brick 12 x 16mm (gem) 6 sided dice in a cube, in Red, Clear, Yellow, Orange, Green, Blue, Purple, Smoke. You may state a preference, but we will supply at random if not available. (23601- 23608).....\$9.25
CHX Opaque Dice Brick 12 x 16mm opaque 6 sided dice in a cube, in White, Yellow, Orange, Red, Green, Blue, Purple, Black. You may state a preference, but we will supply at random if color not available. (25601 - 25608)\$6.00
CHX Speckled Dice Brick 12 x 16mm opaque 6 sided dice in a cube, in Air, Fire, Water, Earth, Cobalt. You may state a preference, but we will supply at random if color not available. (25700 - 25710)\$11.50

Chessex 6 sided 16mm Dice Bricks
CHX D6 12 x 16mm Dice Brick 12 x 16mm 6 sided dice in a cube. Pearl White, Vortex Red, Vortex Blue, Vortex Green, Vortex Purple, Vortex Black, Vortex Orange, Nebula Aquamarine, Scarab Jade, Scarab Royal Blue, Wild Purple, Leaf Copper, Leaf Steel. You may state a preference, but we will supply at random if not available. (LE6xx, 2763x).....\$16.00

Chessex 6 sided 12mm Dice Bricks
CHX D6 36 x 12mm Dice Brick 36 x 12mm 6 sided dice in a cube. Pearl White, Vortex Red, Vortex Blue, Vortex Green, Vortex Purple, Vortex Black, Vortex Orange, Nebula Aquamarine, Scarab Jade, Scarab Royal Blue, Wild Purple, Leaf Copper, Leaf Steel. You may state a preference, but we will supply at random if not available. (LE6xx, 2783x).....\$24.00

Chessex 7 Piece Dice Sets
CHX 7 Piece Dice Set Has 7 x 16mm dice, being D4,6,8,10,12,20. Tens. Pearl White, Vortex Red, Vortex Blue, Vortex Green, Vortex Black, Vortex Purple, Vortex Orange, Nebula Aquamarine, Scarab Jade, Wild Purple. You may state a preference, but we will supply at random if not available. (LE635 - LE643)\$16.00

Chessex Pound-O-Dice Contains 1 lb of assorted opaque, speckled, translucent, marbled and rainbow pearl dice of all types. Includes an exclusive Vampire d20 only found here.\$52.00

Chessex Dice Eggs
CHX 7-Set Dice Egg 7 dice in a plastic egg. Pink or Blue.\$16.00
CHX 12 x 16mm D6 Dice Egg Pink or Blue.\$16.00
CHX 36 x 12mm Dice Egg 7 dice in a plastic egg. Pink or Blue.\$24.00

Chessex Individual Dice
Individual 16mm Dice They are D4, 6, 8, 10, 12, 20. Tens. Types are Vortex Magma, Scarab Royal Blue with Golden Numbers, Leaf Copper, Leaf Steel, Borealis Aquapyle, Borealis Confetti.\$2.40

CHX29970 Chessex 2004 Signature Dice Color Reference Pack Contains 1 each of 24 different types of Chessex D6 dice. Includes Borealis, Leaf, Frosted, Nebula, Wild, Vortex, Scarab, Velvet. Limited edition.\$34.00

CHXLE729 Chessex 2004 Signature Dice Color Reference Pack Contains 1 each of 24 different types of Chessex D6 dice. Includes Speckled, Festive, Leaf, Marble, Scarab, Velvet. Limited edition.\$22.00

Chessex Vampire Dice
CHX29009 Black & Red Vampire D10 10 x Black with Gold Vampire D10s.\$11.55
CHX29010 Black & Gold Vampire D10 10 x Black with Gold Vampire D10s.\$11.55

KOP Mini Pearlised Dice Set (7) Very cute mini pearlised dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Charcoal, Emerald, Grey, Navy, Purple or Red.\$6.70

KOP Mini Pearlised Dice Set (9) As above, but with 3 x D6. Colors are Charcoal, Emerald, Grey, Navy, Purple or Red.\$6.60

KOP Mini Pearlised D10 Dice Set (10) As above, but with 10 x D10. Colors are Charcoal, Emerald, Grey, Navy, Purple or Red.\$9.55

KOP Mini Gem Dice Set (7) Very cute mini gem dice, about half the size of our normal dice. Each Tube contains D4, D6, D8, D10, D12, D20 and D00s. The colors are Clear, Green, Red, Smoke and Purple.\$5.70

KOP Mini Gem Dice Set (9) As above, but with 3 x D6. Colors are Clear, Green, Red, Smoke and Purple.\$6.70

KOP Mini Gem D10 Dice Set (10) As above, but with 10 x D10. Colors are Clear, Green, Red, Smoke and Purple.\$7.65

KOP Jumbo Dice in Tube 7 large dice in a tube. Assorted colors....\$16.50

Star Dice 25mm 6 sided Big 25mm 6 sided dice with stars instead of dots or numbers. Colors are Black, Red, Black, and white dice.\$2.85
30 Side Opaque Dice Bag 30 sided opaque dice in 30 different colors.\$3.80
100 Sided Dice The perfect percentile dice, this dice has 100 sides, though you'll have to wait half an hour for it to stop rolling.\$19.15
Skunk 6 Sided Dice 6 sided dice with a lovable skunk.\$1.95
Crystal Caste Cylinder D20 Pearl Cylindrical pearl dice, mixed colors.\$2.95

Dice Bags

Small Valour Dice Pouch Colors are Black, Green and Blue.\$3.60
Large Valour Dice Pouch Colors are Burgundy and Blue.\$5.25
Small Felt Pouch Colors are Dark Blue, Orange, Tan, Cranberry. If we don't have your color, another will be supplied at random. 4 x 5".\$2.90
Large Felt Pouch Colors are Black, Red, Green. If we don't have the color you specify, another will be supplied at random. 5 x 7".\$5.70
Skull & Bones A cloth skull dice bag filled with a huge variety of Crystalcaste dice. Weighs one pound! (ie. 0.45 kg).\$57.00
Skull & Bones Dice Bag - Medium A polyester dice bag\$23.10
Skull & Bones Dice Bag - Large A polyester dice bag\$29.70
Dark Velvet Dice Bag 5 x 7 The bag is 4 colors, ie. quarters.\$20.00
Red & Black Velvet Dice Bag 5 x 7 Red & black quarters.\$20.00
Jester Velvet Dice Bag 5 x 7 Four colored quarters.\$18.00
Night Sky Cotton Dice Bag 5 x 7 Night sky pattern.\$11.00
Blue Flame Cotton Dice Bag 5 x 7 Flames over blue.\$10.00
Multicolor Flame Cotton Bag 5 x 7 Flames over black.\$12.00
Blue & Black Velvet Bag 5 x 7 Four colored quarters.\$18.00

Wargames Accessories

ARM Hex Pad Pad of 50 pages, each with half inch hexes on one side & quarter inch hexes on the other.\$3.30

Miniatures Accessories

CHX02750 Plastic Counter Tray 12 compartments.\$7.00

FJS31-560 Sawframe with Fine Blade A top quality sawframe with a fine blade, perfect for making fine cuts on metal & plastic miniatures. Sawframe is 130 x 80mm in size.\$2.60
 Blades \$4.80 per pack

ARM16018BL Grip Art Knife with Black or Blue Handle A heavy duty modelling knife with a long black rubbery handle to aid your grip. This is top quality.\$7.50

WEL Magtags - Adhesive Magnets (100 x 4cm x 2cm) Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DBM and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts the figures mounted on MagTags in the box, and they stick! (Note, exaggerated 25mm figures, eg Citadel sized & style metal figures on 20/25mm bases, mechs, monsters, perhaps cavalry, may not be all that suitable for this method — especially on really bad roads!).\$7.70

FRI Magtag Sheet (30cm x 20cm) Another option in magtags. This is a 30cm x 20cm uncut magnetic sheet, so you can cut it to the exact dimensions that you want. The back of the sheet is not adhesive, so you glue it to miniatures bases using Kwik Grip or another strong glue. (Not superglue.) To work out which side is magnetic, use a metal ruler or similar. These magtags are at least twice as strong as the others. I put one on a Citadel Chaos Knight on foot, put it on a metal movement tray, held it upside down, and it did not fall off. Hence they may be suitable for transporting 30mm figures in metal carrying boxes. If used on DBM etc figures, take off metal carry boxes by the base, not by the figures.\$6.60

FRI Metal Movement Trays for Miniatures

Designed to be used with figures with the FRI Magtags stuck under their bases, these are precision cut steel trays covered with white vinyl. Paint them green, brown, whatever you want.
 80mm x 80mm Metal Movement Tray (Pack of 3)\$13.00
 100mm x 80mm Metal Movement Tray (Pack of 3)\$14.00
 100mm x 100mm Metal Movement Tray (Pack of 3)\$15.00
 125mm x 50mm Metal Movement Tray (Pack of 3)\$13.00
 125mm x 100mm Metal Movement Tray (Pack of 3)\$18.00

JED Thick Figure-Basing Cardboard We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!)\$3.85

CHX96246 BattleMat Vinyl Buff, 1 hexes, 23.5 x 26\$44.00
CHX97168 Megamat Vinyl Buff, 1 hexes, 34.5 x 48\$66.00
CHX97168 Megamat Vinyl 1 hexes, numbered, dots\$66.00
CHX97246 Battlemat Vinyl Buff, 1 squares, reverse, 1 hexes.\$44.00
CHX97647 Megamat Vinyl Gamemat Light Blue, 1 squares.....\$69.30
CHX97667 Megamat Vinyl Gamemat Light Blue, 1 hexes.\$69.30

MILLIPUT

Milliput is a versatile putty which adheres to and will seal or bond metals, wood, plastic, glass, brick or cement; it can be sculpted and when it goes rock hard in two to three hours, it can be turned, sawn, drilled, tapped, filed, sandpapered, or painted; it can be used for mould making and can be cast.

Milliput Standard\$6.60
Milliput Super Fine\$16.30

FIGURE CASES

CHX2850 80 Compartments (1 Pre-Cut foam insert)\$60.00
 Various compartment sizes, for large figures.
CHX2851 56 Compartments (1 Pre-Cut foam insert)\$60.00
 Various compartment sizes, for large figures.
CHX2852 40 Compartments (1 Pre-Cut foam insert)\$60.00
 Various compartment sizes, for large figures.

CIT964345 NEW CITADEL FIGURE CASE SIDED\$67.50
 Has 3 layers of thick red foam, each with 36 5cm x 2.5cm compartments.

SPONGE TRANSPORT

A fantastic new miniatures carry bag complete with padded side pocket for rule books and a shoulder carry-strap. Also has a dice pouch. Able to carry up to 240 models in comfort. The M-Series has 5 or 6 foam trays with up to 40 25mm cells in each, and the foam can easily be cut to allow the storage of larger figures. The F-Series has bigger cells, 28 33mm wide cells per layer. The bag zips open to allow easy access to foam trays. Allow up to 4 weeks for delivery. There are three types:
Sponge Transport M-Series Hercules\$90.00
 Has 5 foam trays with up to 40 x 25mm cells in each: 1 x 88mm deep, 2 x 50mm deep, 2 x 44mm deep. Large tray is for vehicles and monsters.
Sponge Transport M-Series Galaxy\$90.00
 Has 6 x 44mm deep foam trays with 40 x 25mm cells in each, for rank and file figures.
Sponge Transport F-Series Osprey\$90.00
 Has 5 foam trays with up to 28 x 33mm cells in each: 1 x 88mm deep, 2 x 50mm deep, 2 x 44mm deep. Large tray is for vehicles and monsters. This Osprey bag is specially designed for 28mm miniatures.

Sponge Loose Trays
 Loose trays are a great way to store figures in your cupboard. Just put the trays you want in the bag when you want to travel.
 44mm (1.75") M Tray with 25mm Cells\$12.00
 50mm (2.00") M Tray with 25mm Cells\$12.00
 88mm (3.50") M Tray with 25mm Cells\$14.00
 44mm (1.75") F Tray with 33mm Cells\$12.00
 50mm (2.00") F Tray with 33mm Cells\$12.00
 88mm (3.50") F Tray with 33mm Cells\$14.00

ARMY TRANSPORT

Similar to a Sponge Transport, but comes from the USA, hence price difference. The Army Transport is a versatile miniature carrying case and storage system, safely holding numerous miniatures in eight easily customizable figure foam trays. Inside each Armytransport you get (6 x) 1 inch thick foam trays and (2 x) 2.5 inch foam trays. The trays contains small pre-cut sections, you remove them as desired to make the cells that you desire. There is one large outside zippered book pocket and two additional accessory pockets. Stocks are very low, especially trays. Allow 3 weeks for delivery.
Army Transport (8 trays, 2 types)\$132.00
Army Transport 1 Foam Tray\$12.00
Army Transport 1.5 Foam Tray\$12.00
Army Transport 2 Foam Tray\$12.00
Army Transport 2.5 Foam Tray\$14.00
Army Transport 3 Foam Tray\$14.00
Army Transport Custom 3 Pak 1,5, 2, 3 Trays\$35.00
Army Transport 4 Foam Tray\$14.00

BATTLEHIVE CARRYING CASE This storage case from Crystal Caste contains a hard shell casing, four 1 and two 2 foam inserts, and an accessory tray for dice and pens and is large enough to carry books if less inserts are used. Smaller than the Sponge Transport.\$88.00

CITADEL ACCESSORIES

CIT962280 TERRAIN (FOAM) CUTTER\$31.50
 A great new device that cuts foam for you!
CIT839155 LIQUID GRAY CEMENT\$11.00
CIT972630 STATIC POLY GREEN MODELLING FLOCK\$11.00
CIT972211 GRASS GREEN MODELLING FLOCK\$11.00
CIT990551 MODULOCK Fine sand & light buff color\$11.00
CIT990924 MODELLING GRAVEL Course pebbles\$11.00
CIT987542 METAL CLIPPERS\$20.00
CIT962297 CITADEL FINE FILES (3)\$16.00
CIT992303 PIN VICE AND DRILLS\$23.50
CIT962310 TAPE MEASURE\$16.00
CIT962259 SCULPTING TOOL\$11.00

CITADEL PLASTIC BASES

CIT977112 MONSTER BASES (40mm)\$11.00
CIT956468 LARGE ROUND BASES (40mm)\$11.00
CIT956364 EXTRA-LARGE ROUND BASES (60mm)\$11.00
CIT956999 ROUND BASES (64 x 25mm round slot bases)\$11.00
CIT957682 20MM SMALL SQUARE BASES (64 slot bases)\$11.00
CIT957736 25MM LARGE SQUARE BASES (64 slot bases)\$11.00
CIT957725 CAVARY BASES (32 x 50mmx25mm slot bases)\$11.00
CIT957675 50MM SQUARE MONSTER BASES (15 slot bases)\$11.00
CIT957460 SMALL REGIMENTAL BASES (16 x 80mmx20mm bases)\$11.00
CIT957477 LARGE REGIMENTAL BASES (16 x 100mmx25mm bases)\$11.00
CIT957405 FLYING BASES (20+ clear flying bases & stands)\$11.00
CIT971700 CEMENT TRAYS\$11.00
CIT957651 WARHAMMER BATTLE DICE\$12.50
 Contains 30 x D6 (20 Red, 10 Black) and 2 Artillery Dice.

CITADEL PAINT

PAINTS

CIT49207 SCAB RED NEW CODE *\$3.50
CIT49208 RED GORE NEW CODE *\$3.50
CIT49209 BLOOD RED\$3.50
CIT47295 BLAZING ORANGE\$3.50
CIT47296 FIERY ORANGE\$3.50
CIT47297 GOLDEN YELLOW\$3.50
CIT49213 SUNBURST YELLOW NEW CODE *\$3.50
CIT47299 BADMOON YELLOW\$3.50
CIT47300 SCORCHED BROWN\$3.50
CIT47301 BURNING BROWN\$3.50
CIT49217 SNAKEBITE LEATHER NEW CODE *\$3.50
CIT47303 BUBONIC BROWN\$3.50
CIT47304 VOMIT BROWN\$3.50
CIT47305 BLEACHED BONE\$3.50
CIT47306 DARK FLESH\$3.50
CIT47307 VERMIN BROWN\$3.50
CIT47309 DIRT GRAY\$3.50
CIT49224 BRONZED FLESH NEW CODE *\$3.50
CIT49225 ELF FLESH\$3.50
CIT47314 IMPERIAL PURPLE\$3.50
CIT47315 VAMPIRIC PURPLE\$3.50
CIT47317 TENTACLE PINK\$3.50
CIT47318 MIDNIGHT BLUE\$3.50
CIT47320 REGAL BLUE\$3.50
CIT47321 ULTRAMARINE BLUE\$3.50
CIT49232 ENCHANTED BLUE NEW CODE *\$3.50
CIT49233 ICE BLUE NEW CODE *\$3.50
CIT47322 HAZY BLUE NOISE\$3.50
CIT49235 DARK ANGELS GREEN NEW CODE *\$3.50
CIT47327 SNOT GREEN\$3.50
CIT49236 SPRING GREEN\$3.50
CIT47330 GOBLIN GREEN\$3.50
CIT47331 ROTTING FLESH\$3.50
CIT49240 CAMO GREEN EW CODE *\$3.50
CIT47333 BLOOD GREEN\$3.50
CIT47336 SHADOW GREY\$3.50
CIT49243 SPACE WOLVES GREY NEW CODE *\$3.50
CIT49244 CHOCOLATE BLACK NEW CODE *\$3.50
CIT49245 CODEX GREY\$3.50
CIT49246 FORTRESS GREY *\$3.50
CIT49247 SKULL WHITE NEW CODE *\$3.50
CIT49248 ARDOAT VARNISH\$3.50
CIT49267 TANNED FLESH\$3.50
CIT49268 TERRACOTTA\$3.50
CIT49269 GRAVEYARD EARTH\$3.50
CIT49270 COWARDEN SHAKI\$3.50
CIT49271 DESERT YELLOW\$3.50
CIT49272 CATACHAN GREEN\$3.50
CIT49274 MIXING PUT\$1.35

METALLICS

CIT47343 MITHRIL SILVER\$3.50
CIT47344 CHAINMAIL\$3.50
CIT47345 BOLTGUN METAL\$3.50
CIT47346 TIN BRASS\$3.50
CIT47348 DWARF BRONZE\$3.50
CIT47349 BRAZEN BRASS\$3.50
CIT49254 BURNING BRASS NEW CODE *\$3.50
CIT47351 SHINING GOLD\$3.50

WASHES AND GLAZES

CIT47352 RED INK\$3.50
CIT47353 MAGENTA INK\$3.50
CIT47354 ORANGE INK\$3.50
CIT47355 YELLOW INK\$3.50
CIT49259 BROWN INK *\$3.50
CIT47357 CHESTNUT INK\$3.50
CIT47358 BLUE INK\$3.50
CIT47360 SKY BLUE INK\$3.50
CIT47361 GREEN INK\$3.50
CIT47362 DARK GREEN INK\$3.50
CIT49264 BLACK INK NEW CODE *\$3.50
CIT47364 FLESH WASH\$3.50
CIT47365 VARNISH\$3.50

CITADEL PAINT BRUSHES

CIT838806 FINE DETAIL BRUSH\$7.00
CIT838813 DETAIL BRUSH\$7.00
CIT838820 STANDARD BRUSH\$7.00
CIT838837 BACCOAT BRUSH\$7.00
CIT838868 LARGE BRUSH\$7.00
CIT838851 SMALL DRYBRUSH\$7.00
CIT838868 LARGE DRYBRUSH\$7.00
CIT84338 TANK BRUSH\$7.00
CIT959303 PAINT BRUSH SET\$20.00

CITADEL PAINT SETS

CIT934645 HOBBY STARTER PAINT SET\$67.50
 Contains 9 paints: Skull White, Chaos Blue, Goblin Green, Sunburst Yellow, Snakebite Leather, Enchanted Blue, Blood Red, Bronzed Flesh, Mithril Silver. Starter Brush, Citadel color painting guide, modelling clippers, plastic glue, PVA glue, modelling sand, green flock.

CIT938599 GAMES WORKSHOP PAINT SET\$36.00
 Has 9 paints, brush, painting guide. Colors are black, white, red, boltgun, yellow, goblin green, leather, enchanted blue and bronzed flesh.

CIT31149 WARHAMMER STARTER PAINT SET\$31.50
 Has 6 paints, brush, 5 chaos warriors, guide on how to paint the warriors.

CIT931156 40K STARTER PAINT SET\$31.50
 5 Space Marines, 6 paints, brush, guide on how to paint the marines.

How to Paint Citadel Miniatures Covers which tools and materials to use, how to prepare and assemble your models, comprehensive guide to different techniques: blending, drybrushing, black undercoat, glazes, layering, mixing, washes; heaps of color photos showing processes step by step.\$36.00

CITADEL SPRAY PAINTS

CIT972319 CLEAR VARNISH SPRAY\$16.00
CIT938445 ARDOAT GLOSS VARNISH SPRAY\$16.00
CIT972326 CHAOS BLACK SPRAY\$16.00
CIT972333 SKULL WHITE SPRAY\$16.00

Note: Spray cans cannot be sent to you via the mail, nor via TNT or X-Post. They can only be sent via door-to-door courier, so if you want to order any cans of spray paint, you must give us a daytime address that our courier company can deliver to.

64 - Paints & Accessories

Reaper Paint

Very similar to Ral Partha paint. Note that each pot has 0.75 oz, which is almost twice what you get in a Citadel pot.

REA8901 LEARN TO PAINT KIT - 1 ARMOR & FUR \$60.00
Contains 9 paints, Firehawk Red, Emerald Green, Dragon Blue, Walnut Brown, Woodland Brown, Caucasian, White, Black, Truesilver, 5/0 Brush, Chisel Brush, REA2544 Barrow Rat, REA6023 Man at Arms, Painting Guide.

REA18001	BLOOD RED (DARK RED)	\$3.75
REA18002	FIREHAWK RED (MEDIUM RED)	\$3.75
REA18003	DRAGON RED (ORANGE RED)	\$3.75
REA18004	EMBER ORANGE (ORANGE)	\$3.75
REA18005	DESERT FLESH (DARK YELLOW)	\$3.75
REA18006	SPRING YELLOW (PALE YELLOW)	\$3.75
REA18007	SUNLIGHT (BRIGHT YELLOW)	\$3.75
REA18008	ELVEN GREEN (FOREST GREEN)	\$3.75
REA18009	KILK GREEN (DARK GREEN)	\$3.75
REA18010	EMERALD (MEDIUM GREEN)	\$3.75
REA18011	PLAINS (LIGHT GREEN)	\$3.75
REA18012	BREONIAN NAVY BLUE (NAVY BLUE)	\$3.75
REA18013	NIGHT SKY (DARK BLUE)	\$3.75
REA18014	DRAGON BLUE (ROYAL BLUE)	\$3.75
REA18015	ICE BLUE (LIGHT BLUE)	\$3.75
REA18016	IMPERIAL PURPLE (DARK BLUE)	\$3.75
REA18017	LICHE PURPLE (MAUVE)	\$3.75
REA18018	ROSE QUARTZ (PINK)	\$3.75
REA18019	ARMOR GRAY (DARK GRAY)	\$3.75
REA18020	ASH GRAY (MEDIUM GRAY)	\$3.75
REA18021	GRANITE (LIGHT GRAY)	\$3.75
REA18022	DOVE GRAY (WHITE GRAY)	\$3.75
REA18023	WALL OF DARK BROWN	\$3.75
REA18024	WOODLAND BROWN (LIGHT BROWN)	\$3.75
REA18025	VOLCANO BROWN (RED BROWN)	\$3.75
REA18026	CHESTNUT (LT BROWN)	\$3.75
REA18027	HILL GIANT BROWN (YELLOW BROWN)	\$3.75
REA18028	BUCKSKIN (TAN)	\$3.75
REA18029	CAUCASIAN FLESH TONE	\$3.75
REA18030	FAIR MAIDEN FLESH TONE	\$3.75
REA18031	RUBID FLESH TONE	\$3.75
REA18032	DWARF FLESH TONE	\$3.75
REA18033	ORC FLESH TONE	\$3.75
REA18034	GHUL GRAY (GREEN GREY)	\$3.75
REA18035	OLIVE	\$3.75
REA18036	BLOODSTONE (TEAL)	\$3.75
REA18037	SEA FOAM (SEA GREEN)	\$3.75
REA18038	IVORY	\$3.75
REA18039	WHITE LEATHER	\$3.75
REA18040	LINEN WHITE	\$3.75
REA18041	DRAGON WHITE (FLAT WHITE)	\$3.75
REA18042	DREAD BLACK (FLAT BLACK)	\$3.75
REA18043	OILED LEATHER	\$3.75
REA18044	SLATE	\$3.75
REA18045	PINK	\$3.75
REA18046	MAROON	\$3.75
REA18047	SLIME GREEN	\$3.75
REA18048	AGE RED BRICK	\$3.75
REA18049	WALL OF FLAME	\$3.75
REA18050	HAWKWOOD	\$3.75
REA18051	OCEAN BLUE	\$3.75
REA18052	STONE GRAY	\$3.75
REA18053	ALUMINUM	\$3.75
REA18054	BURNT ORANGE	\$3.75
REA18055	GLOSS BLACK PAINT	\$3.75
REA18056	GNOLL FLESH PAINT	\$3.75
REA18057	SALMON	\$3.75
REA18058	PINE PAINT	\$3.75
REA18059	MOLD PAINT	\$3.75
REA18060	MOSS PAINT	\$3.75
REA18061	ASTRAL BLUE PAINT	\$3.75
REA18062	PEGASUS BLUE PAINT	\$3.75
REA18063	GALICIER BLUE PAINT	\$3.75
REA18064	FAIRY BLUSH PAINT	\$3.75
REA18065	ELDERBERRY PAINT 3/4 OZ.	\$3.75
REA18066	RUST PAINT 3/4 OZ.	\$3.75
REA18067	SHIELD BROWN PAINT 3/4 OZ.	\$3.75
REA18068	BLUE BLACK PAINT 3/4 OZ.	\$3.75
REA18069	BRIGHT BLUE PAINT 3/4 OZ.	\$3.75
REA18070	BRIGHT RED PAINT 3/4 OZ.	\$3.75
REA18071	BRIGHT ORANGE PAINT 3/4 OZ.	\$3.75
REA18072	GRIP ON TAN PAINT 3/4 OZ.	\$3.75
REA18073	WHITE BRUSH ON PRIMER PAINT	\$3.75
REA18074	GLOSS FINISH PAINT	\$3.75
REA18075	STEEL PLATE (DARK SILVER)	\$3.75
REA18076	TRAIL OF LIGHT (BRIGHT SILVER)	\$3.75
REA18077	DRAGON GOLD (DARK GOLD)	\$3.75
REA18078	BRIGHT GOLD	\$3.75
REA18079	BRASS	\$3.75
REA18080	COPPER	\$3.75
REA18081	BLUE STEEL	\$3.75
REA18082	GREEN STEEL	\$3.75
REA18083	FIRE GLOW	\$3.75
REA18084	RED STEEL	\$3.75
REA18085	GUN METAL	\$3.75
REA18086	PEWTER METALLIC	\$3.75
REA18087	PURPLE METALLIC	\$3.75
REA18088	RUBY RED INK	\$3.75
REA18089	EMERALD GREEN INK	\$3.75
REA18090	SAPPHIRE BLUE INK	\$3.75
REA18091	YACHT INK	\$3.75
REA18092	FLESH SHADE INK	\$3.75
REA18093	WOOD SHADE INK	\$3.75
REA18094	BLACK INK WASH	\$3.75
REA18095	INK TENDER	\$3.75
REA18096	PEARL WHITE PAINT	\$3.75
REA18097	CONCH PINK PAINT	\$3.75
REA18098	GOLD PAINT 3/4 OZ.	\$3.75
REA18099	MANDARIN ORANGE PAINT	\$3.75
REA18100	CORAL PAINT	\$3.75
REA18101	ROSE PETAL PAINT	\$3.75
REA18102	ORCHID PAINT	\$3.75
REA18103	MINT GREEN PAINT	\$3.75
REA18104	AQUA GREEN PAINT	\$3.75
REA18105	CORNFLOWER PAINT	\$3.75
REA18106	FROST PAINT	\$3.75
REA18107	LAVERNA PAINT	\$3.75

Vallejo Paints

Popular with historical miniature gamers due the large range of colors which includes many historical colors. Allow 2 weeks for delivery of these items.

FX203	VMC Set 03 Wargames Basics	\$44.00
FX207	VMC Set 07 WWII German	\$70.00
FX208	VMC Set 08 Panzer Colors	\$33.00
FX209	VMC Set 09 WWII Aliados	\$33.00
FX210	VMC Set 10 Napoleonic	\$70.00
FX211	VMC Set 11 American Civil War	\$70.00
FX212	VMC Set 12 Wargames Special	\$70.00
FX214	VMC Set 14 WWII German Camouflage	\$70.00
FX400	VMC Plastic Putty	\$4.75
FX470	VMC Gloss Medium	\$4.75
FX510	VMC Gloss Varnish	\$4.75
FX520	VMC Matte Varnish	\$4.75
FX521	VMC Metal Medium	\$4.75
FX522	VMC Satin Varnish	\$4.75
FX523	VMC Liquid Mask	\$4.75
FX524	VMC Thinner	\$4.75
FX540	VMC Matte Medium	\$4.75
FX566	VMC Glaze Medium	\$4.75
FX567	VMC Drying Retarder	\$4.75
FX568	VMC Gloss Medium	\$4.75
FX599	VMC Pumice Stone 250ml	\$4.75
FX730	VMC Fluorescent Yellow	\$4.75
FX733	VMC Fluorescent Orange	\$4.75
FX734	VMC Fluorescent Magenta	\$4.75
FX736	VMC Fluorescent Blue	\$4.75
FX737	VMC Fluorescent Green	\$4.75
FX790	VMC Silver (Alcohol Based) 35ml	\$4.75
FX791	VMC Gold (Alcohol Based) 35ml	\$4.75
FX792	VMC Old Gold (Alcohol Based) 35ml	\$4.75
FX793	VMC Rich Gold (Alcohol Based) 35ml	\$4.75
FX794	VMC Red Gold (Alcohol Based) 35ml	\$4.75

FX795	VMC Green Gold (Alcohol Based) 35ml	\$4.75
FX796	VMC White Gold (Alcohol Based) 35ml	\$4.75
FX797	VMC Silver (Alcohol Based) 35ml	\$4.75
FX800	VMC Iron Blue	\$4.75
FX801	VMC Brasse	\$4.75
FX802	VMC Red Rose	\$4.75
FX803	VMC Dark Brown	\$4.75
FX804	VMC Red Beige	\$4.75
FX805	VMC German Orange	\$4.75
FX806	VMC Lazer LRM05 Yellow	\$4.75
FX807	VMC Oxford Blue	\$4.75
FX808	VMC Blue	\$4.75
FX809	VMC Royal Blue	\$4.75
FX810	VMC Royal Purple	\$4.75
FX811	VMC Violet Blue	\$4.75
FX812	VMC Red	\$4.75
FX814	VMC Cadmium Umber Red	\$4.75
FX815	VMC Flesh Tone	\$4.75
FX816	VMC Luftwaffe WWII German Blue	\$4.75
FX817	VMC Scarlet	\$4.75
FX818	VMC Red Leather	\$4.75
FX819	VMC Iraqi Sand	\$4.75
FX820	VMC White	\$4.75
FX821	VMC German Camouflage WWII	\$4.75
FX822	VMC SS Camouflage Black	\$4.75
FX823	VMC Luftwaffe Camouflage Green	\$4.75
FX824	VMC SS Camouflage Ochre Orange	\$4.75
FX825	VMC SS Camouflage Light	\$4.75
FX826	VMC SS Camouflage Medium	\$4.75
FX827	VMC Lime Green	\$4.75
FX828	VMC Wood Grain	\$4.75
FX829	VMC Amaranth Red	\$4.75
FX830	VMC German WWII Green	\$4.75
FX831	VMC Ochre Glaze	\$4.75
FX832	VMC Verdin Glaze	\$4.75
FX833	VMC SS Camouflage Light Green	\$4.75
FX834	VMC Wood Grain	\$4.75
FX835	VMC Salmon Rose	\$4.75
FX836	VMC London Grey	\$4.75
FX837	VMC Sand Light	\$4.75
FX838	VMC Emerald	\$4.75
FX839	VMC Ultramarine Blue	\$4.75
FX840	VMC Light Turquoise	\$4.75
FX841	VMC Andrea Blue	\$4.75
FX842	VMC Glossy White	\$4.75
FX843	VMC Dark Brown	\$4.75
FX844	VMC Deep Sky Blue	\$4.75
FX845	VMC Sunny Skin Tone	\$4.75
FX846	VMC Mahogany Brown	\$4.75
FX847	VMC Dark Sand	\$4.75
FX848	VMC Super Silver (Alcohol Based) 17ml	\$4.75
FX849	VMC Super Gold (Alcohol Based) 17ml	\$4.75
FX850	VMC Medium Olive	\$4.75
FX851	VMC Deep Orange	\$4.75
FX852	VMC White Glaze	\$4.75
FX853	VMC Brown Glaze	\$4.75
FX854	VMC Black Glaze	\$4.75
FX855	VMC Black Glaze	\$4.75
FX856	VMC Ochre Brown	\$4.75
FX857	VMC Golden Olive	\$4.75
FX858	VMC Ice Yellow	\$4.75
FX859	VMC Black Red	\$4.75
FX860	VMC Medium Flesh Tone	\$4.75
FX861	VMC Glossy Black	\$4.75
FX862	VMC Black Grey	\$4.75
FX863	VMC Gunmetal Grey	\$4.75
FX864	VMC Natural Steel	\$4.75
FX865	VMC Grey Steel	\$4.75
FX866	VMC Grey Green	\$4.75
FX867	VMC Dark Blue Grey	\$4.75
FX868	VMC Dark Sea Green	\$4.75
FX869	VMC Basalt Grey	\$4.75
FX870	VMC Medium Sea Grey	\$4.75
FX871	VMC Leather Brown	\$4.75
FX872	VMC Chocolate Brown	\$4.75
FX873	VMC US Field Drab	\$4.75
FX874	VMC US Tan-Earth	\$4.75
FX875	VMC Beige Brown	\$4.75
FX876	VMC Brown Sand	\$4.75
FX877	VMC Gold Brown	\$4.75
FX878	VMC Old Gold	\$4.75
FX879	VMC Green Brown	\$4.75
FX880	VMC Khaki Grey	\$4.75
FX881	VMC Yellow Green	\$4.75
FX882	VMC Middle Stone	\$4.75
FX883	VMC Brown Grey	\$4.75
FX884	VMC Stone Grey	\$4.75
FX885	VMC Pastel Green	\$4.75
FX886	VMC Green Grey	\$4.75
FX887	VMC Violet	\$4.75
FX888	VMC Olive Grey	\$4.75
FX889	VMC US Olive Drab	\$4.75
FX890	VMC Reflective Green	\$4.75
FX891	VMC Intermediate Green	\$4.75
FX892	VMC Yellow Olive	\$4.75
FX893	VMC US Dark Green	\$4.75
FX894	VMC Russian Green	\$4.75
FX895	VMC Gunship Green	\$4.75
FX896	VMC Camouflage Extra Dark Green	\$4.75
FX897	VMC Bronze Green	\$4.75
FX898	VMC Dark Sea Blue	\$4.75
FX899	VMC Dark Prussian Blue	\$4.75
FX900	VMC French Mirror Blue	\$4.75
FX901	VMC Pastel Blue	\$4.75
FX902	VMC Azure	\$4.75
FX903	VMC Intermediate Blue	\$4.75
FX904	VMC US Blue Grey Pale	\$4.75
FX905	VMC Blue Grey	\$4.75
FX906	VMC Pale Blue	\$4.75
FX907	VMC Pale Grey Blue	\$4.75
FX908	VMC Armchair Grey	\$4.75
FX909	VMC Cadmium Red Vermilion	\$4.75
FX910	VMC Orange Red	\$4.75
FX911	VMC Light Orange	\$4.75
FX912	VMC Tan Yellow	\$4.75
FX913	VMC Yellow Ochre	\$4.75
FX914	VMC Green Ochre	\$4.75
FX915	VMC Deep Yellow	\$4.75
FX916	VMC Sand Yellow	\$4.75
FX917	VMC Beige	\$4.75
FX918	VMC Ivory	\$4.75
FX919	VMC Foundation White	\$4.75
FX920	VMC German Uniform	\$4.75
FX921	VMC English Uniform	\$4.75
FX922	VMC USA Uniform	\$4.75
FX923	VMC Japan Uniform	\$4.75
FX924	VMC Russian Uniform	\$4.75
FX925	VMC Blue	\$4.75
FX926	VMC Red	\$4.75
FX927	VMC Dark Flesh	\$4.75
FX928	VMC Light Flesh	\$4.75
FX929	VMC Light Brown	\$4.75
FX930	VMC Dark Blue	\$4.75
FX934	VMC Transparent Red	\$4.75
FX935	VMC Transparent Orange	\$4.75
FX936	VMC Transparent Green	\$4.75
FX937	VMC Transparent Yellow	\$4.75
FX938	VMC Transparent Blue	\$4.75
FX939	VMC Smoke	\$4.75
FX940	VMC Saddle Brown	\$4.75
FX941	VMC Burnt Umber	\$4.75
FX942	VMC Grey Brown	\$4.75
FX943	VMC Grey Blue	\$4.75
FX944	VMC Old Rose	\$4.75
FX945	VMC Magenta	\$4.75
FX946	VMC Red Red	\$4.75
FX947	VMC Vermilion	\$4.75
FX948	VMC Golden Yellow	\$4.75
FX949	VMC Light Yellow	\$4.75
FX950	VMC Dark Yellow	\$4.75
FX951	VMC White	\$4.75
FX952	VMC Lemon Yellow	\$4.75
FX953	VMC Flat Yellow	\$4.75
FX954	VMC Light Green	\$4.75

FX955	VMC Flat Flesh	\$4.75
FX956	VMC Clear Orange	\$4.75
FX957	VMC Flat Red	\$4.75
FX958	VMC Pink	\$4.75
FX959	VMC Purple	\$4.75
FX960	VMC Sky Blue	\$4.75
FX961	VMC Deep Green	\$4.75
FX962	VMC Flat Blue	\$4.75
FX963	VMC Medium Blue	\$4.75
FX964	VMC Field Blue	\$4.75
FX965	VMC Prussian Blue	\$4.75
FX966	VMC Turquoise	\$4.75
FX967	VMC Olive Green	\$4.75
FX968	VMC Flat Green	\$4.75
FX969	VMC Park Green Flat	\$4.75
FX970	VMC Deep Green	\$4.75
FX971	VMC Green Grey In	\$4.75
FX972	VMC Light Green Blue	\$4.75
FX973	VMC Light Sea Grey	\$4.75
FX974	VMC Green Sky	\$4.75
FX975	VMC Military Green JA	\$4.75
FX976	VMC Buff	\$4.75
FX977	VMC Desert Yellow	\$4.75
FX978	VMC Dark Yellow	\$4.75
FX979	VMC Flat Aluminium Dark Green No2	\$4.75
FX980	VMC Black Green	\$4.75
FX981	VMC Orange Brown	\$4.75
FX982	VMC Cavalry Brown	\$4.75
FX983	VMC Flat Earth	\$4.75
FX984	VMC Flat Brown	\$4.75
FX985	VMC Hull Red	\$4.75
FX986	VMC Deck Tan	\$4.75
FX987	VMC Medium Grey	\$4.75
FX988	VMC Khaki	\$4.75
FX989	VMC Sky Grey	\$4.75
FX990	VMC Light Grey	\$4.75
FX991	VMC Dark Sea Grey	\$4.75
FX992	VMC Neutral Grey	\$4.75
FX993	VMC Flat Aluminium	\$4.75
FX994	VMC Dark Grey	\$4.75
FX995	VMC German Grey	\$4.75
FX996	VMC Gold	\$4.75
FX997	VMC Silver	\$4.75
FX998	VMC Bronze	\$4.75
FX999	VMC Copper	\$4.75

Paint Brushes

A great range of cheap, beautiful paint brushes, by Francheville. There are two types: pure sable, and the others are high quality white taklon that wash and keep very well. I thoroughly recommend getting one of each size, as this will ensure you have a brush for every model job required.

Taklon Paint Brushes

FRA200/10/0	SIZE 10/0 TAKLON PAINT BRUSH	\$2.60
FRA200/5/0	SIZE 5/0 TAKLON PAINT BRUSH	\$2.60
FRA200/3/0	SIZE 3/0 TAKLON PAINT BRUSH	\$2.60
FRA200/2/0	SIZE 2/0 TAKLON PAINT BRUSH	\$2.70
FRA200/0	SIZE 0 TAKLON PAINT BRUSH	\$2.75
FRA200/001	SIZE 1 TAKLON PAINT BRUSH	\$2.80
FRA200/002	SIZE 2 TAKLON PAINT BRUSH	\$3.00
FRA200/003	SIZE 3 TAKLON PAINT BRUSH	\$3.30
FRA200/004	SIZE 4 TAKLON PAINT BRUSH	\$3.60
FRA200/005	SIZE 5 TAKLON PAINT BRUSH	\$3.75
FRA200/006	SIZE 6 TAKLON PAINT BRUSH	\$4.75
FRA200/008	SIZE 8 TAKLON PAINT BRUSH	\$5.45
FRA200/010	SIZE 10 TAKLON PAINT BRUSH	\$6.70
FRA200/012	SIZE 12 TAKLON PAINT BRUSH	\$8.